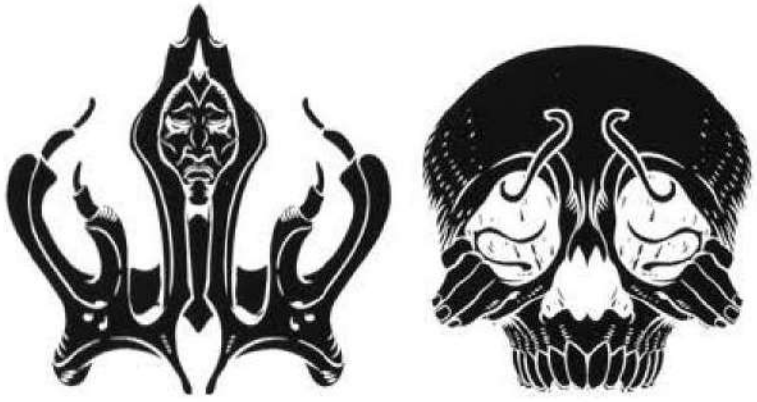
GAMBLER'S CHEST

Kingdom Death: Monster



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ISBN: 979-8-9872937-0-6
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Thank you.

To those who have gone ahead, I thank you. The fun we shared, the adventures we had, and the promises we made under those youthful and starry skies. I carry those dreams.

To the many people who worked on this project, I thank you.

To the fans, backers, bakcers, supporters, and silent supporters, I thank you. You continue to stoke the flames of creative ambition.

May your lanterns always shine bright.

— Adam Poots

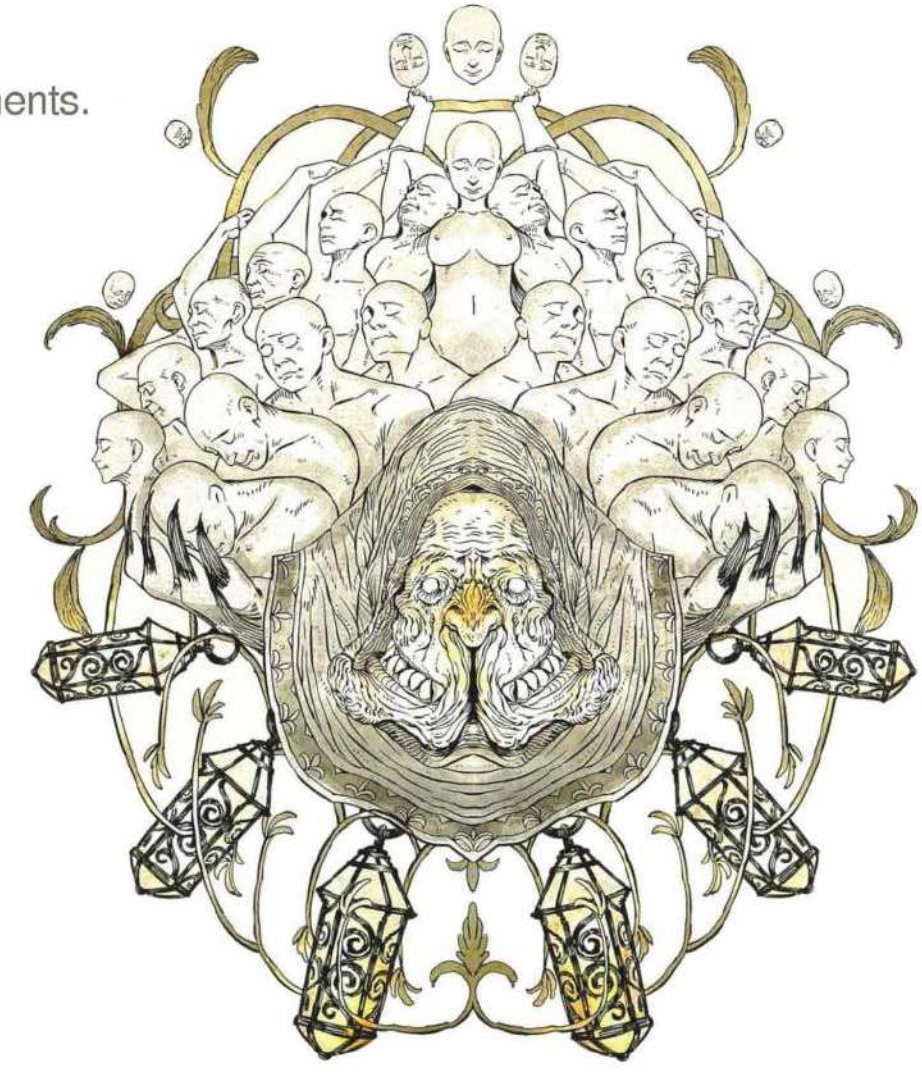
Gambler's Chest Expansion

A collection of new rules, monsters, and components. Plus a campaign to experience them all.

The Gambler's Chest expansion contains many new elements that will challenge *Kingdom Death: Monster* players. In the following pages you will find an overview of the new concepts, content, and miniatures included in this box.

For Returning Survivors

The Gambler's Chest expansion includes People of the Dream Keeper, a campaign that weaves together the myriad game elements found in this book. Excited players who want to jump right in to experience the Gambler's Chest should turn to the prologue (page 33) and start their journey. Reference the rules sections as questions arise.



Gambler

- **Core Rules**
  New rules update the core game.
- **Story Events**
  36 New story events to experience.
- **Variants**
  Experimental rules to extend your game.

Collection Storage
The Gambler's Chest includes storage options to help keep your collection organized!

Narrative Sculptures

Miniatures to enhance storytelling on the board. Characters that leave a lasting impression.

Patterns & Seed Patterns

Cards that expand what your settlement can build.

Encounters

Monsters that waylay your hunt as you search for your quarry.

Scouts of Death

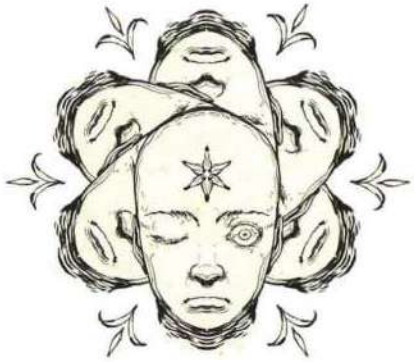
Survivors who carry the burden of recovery after a disastrous hunt.

Wanderers

Survivors with storied pasts emerge from the darkness.

New Monsters

Crimson Crocodile, Smog Singers, Atnas, the King, the Gambler, and the Godhand enter the fray.



Arc Survivors

Incorporates Collective Cognition, Philosophies, and Knowledge.

Dream Keeper Campaign

A new campaign that weaves together all the new content.

Narrative Sculptures & Hidden Characters

Narrative sculptures are miniatures designed to be your next beloved survivor. Each tells a story of Kingdom Death.

Settlements that defeat the Godhand unlock the Character System for use in future campaigns. Characters are an optional component that adds another layer of personality to survivors when they are named. Many character cards are inspired by the narrative sculptures included in this box.

Narrative Sculptures

Character System

Patterns & Seed Patterns

Patterns represent inspiration. They extend the range of gear that survivors can craft. Seed Patterns introduce a source of wild ideas, a table to fabricate outrageous new designs that provide novel solutions to gameplay challenges.

Defeat Indomitable monsters to obtain new resources that rouse the survivors' imagination.

Seed Patterns offer a settlement an ongoing source of new invention. Survivors living with a Drafting Table constantly discover new configurations of resources and gear. The mysterious origin of their ideas is a small price to pay for the potential benefits they present.

Pattern Cards

Pattern Gear

Seed Pattern Cards

Seed Pattern Gear

Indomitable Resources

1

Colossal Chef's Carver

- Gourmandism -

Colossal Chef's Carver

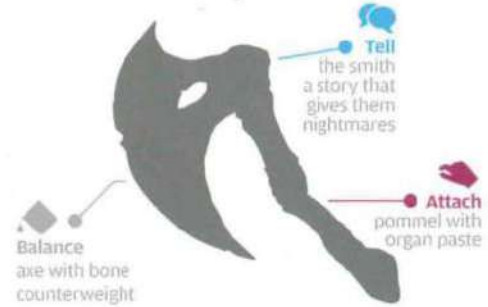
2 x Lumi, 3 x Iron
1 x Black Lichen

1

027

Mighty Bone Axe

- Seed -



1 x Bone Axe, 1 x Bone, 1 x Organ

A **Bold survivor** vows to create a weapon to match their courage.

Plead for what you seek. A hand out of the darkness marks your wrist in blood.

Crack axe and fill with blood. All departing survivors gain a **bleeding** token.

Encounters

As the survivors track their quarry, encounter monsters stalk the darkness. Encounters add new perils to the hunt phase.

The dreaded Bone Eaters are statuesque monsters that can remain still for lantern decades without food or water, lying in wait for their prey. Their presence increases the lethality of any hunt.

Bone Eaters

Hunt Event Cards

Encounter Board

Scouts of Death

Scouts carry a heavy burden. In the absence of regal intervention, a scout must return with the battered corpses and gear of the fallen hunting party.

Scouts are an optional component that increases the simulation and the difficulty of a campaign. It answers the question: What happens to survivors' gear when they perish?

The survivor nominated as the scout departs with the hunting survivors. Instead of trying to fell their quarry, the scout's role is to bear witness and to survive at all costs. In the worst case, they must fulfill the grim role of bringing everything back to the settlement. In the best case, their unique perspective may lead to discoveries that benefit the whole settlement!

Scout Gear Grid

Scout Gear

Discovery Cards

Settlement Location

Dreaded Pack

Contains a stinking fragment of the Pale One. Its stench drives monsters away and allows the scout safe passage.

Stone Face Cloak

Allows the scout to hide among the stone faces.

Scout's Lantern

Helps the scout discover oncoming dangers to the settlement.

Vermin Bellyboots

Soften the scout's footfalls, making them a difficult target for monsters.

Wanderers

A stranger appears from the darkness.

Wanderers are optional visitors to your settlement. They arrive with their own agenda. Assist them and they may join you on the hunt, bringing their unique abilities and gear.

A wanderer's story unfolds in the time they share with the hunting survivors. They can impact a settlement in different ways depending on their disposition, often teaching survivors or sharing their boons.

Wanderer - Luck

Wanderer Gear

Knowledge / Arts

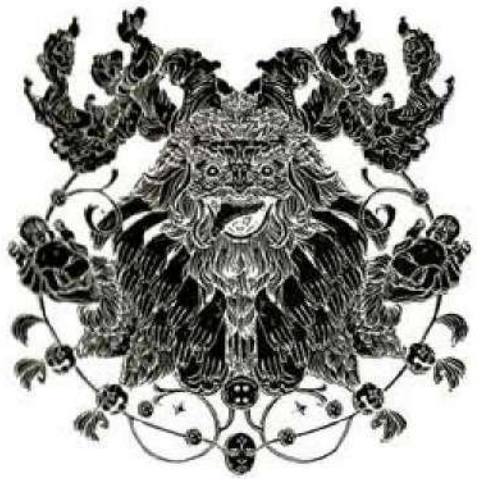
Wanderer Booklet

• Crimson Crocodile

A blood-soaked beast covered in scabs that manipulates vitality. This monster delights in the survivors' dread. Its laughter rings in their ears.

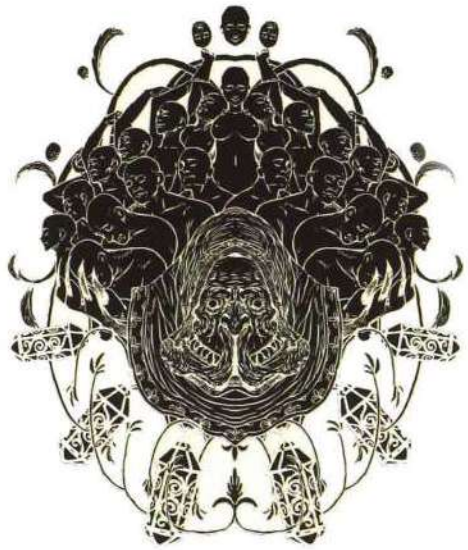
• Smog Singers

Pacifist travelers in search of compassion. They fill the atmosphere with smog and song, their painful harmonies merely misunderstood attempts to communicate.



• Atnas the Child Eater

A scarred, amnesiac master. Its fervent pursuit of Joy leads it to eat children, dice up survivors, and unleash flurries of forgotten swordsmanship.



• Gambler

The twin-chinned god of games. A monster with a unique perspective that reaches beyond possibility. It carries the risk of an ancient wager on its shoulders as it nurtures your settlement for its own purposes.

• King

A being of immense power that converts sound into energy.
Even the beat of a survivor's heart can become an
explosion that rends their body apart.

• Godhand

The Hand transformed. A relentless murder machine focused on removing the unplanned survivors for good and capable of splitting the earth with a single swing of its blade. The entire settlement will fight for their existence.

Arc Survivors

Wielders of Philosophy

Arc survivors uniquely benefit from consuming a challenging diet. Their collective cognition allows settlements to flourish into advanced societies. As they grow, arc survivors adopt philosophies to guide their understanding of their nightmare existence. These perspectives give rise to knowledges, techniques that evolve in power and complexity.

Arc Record Sheet

CC Reward Cards

Knowledge Cards

Philosophy Cards

Philosophy Books

Arc cells allow knowledge cards to advance.

Mirror Eyes I
knowledge, verminism
Theory
Observation
When you hit the monster at least two times in one attack, gain +1
Mirror Eyes II
knowledge, verminism
When you make a paired attack, it gains Precision 1.
Precision 1: On a Perfect hit, inflict an automatic critical wound to the first hit location you resolve.
Observation
When you hit the monster at least three times in one attack, gain +1
Mirror Eyes III
knowledge, verminism
When you make a paired attack, it gains Precision 2.
Precision 2: On a Perfect hit, inflict an automatic critical wound to the first 2 hit locations you resolve.

Dream Keeper Campaign

The People of the Dream Keeper campaign weaves together the threads of content introduced in the Gambler's Chest expansion. Starting with the Crimson Crocodile, your arc survivors will battle their way through new and familiar foes. Under the auspices of the Dream Keeper, they will build an arc settlement bustling with new ideas and objects. Luck will not be enough to see you through to the end. With skill and defiance of fate, you may reach the final showdown with the Godhand.

🕮 Prologue - The Recurrent Story

Turn the page, read the prologue, and start playing now!

nce upon a time, in a place of carved stone faces, a monster ate a tremendous meal. Its belly was so full that it could not move, so it slumbered.

When the monster had digested, it awoke. It raised its curious head into the wind and smelled the despair of people stirring somewhere in the unbroken darkness. The monster licked its blood-caked snout and set off to investigate.

The monster walked unhurried through the darkness, following the scent. It grew hungrier and hungrier as the scent got stronger. Its powerful heart pounded with joy as it came upon a great chest. The box reeked with delicious promise. The monster greedily nosed it open.

How delectable they would be, if only their organs were bursting with fear.

The monster toyed with its morsels, tasting their terror-tinged sweat as they skittered between its great big teeth. It laughed as they tickled it with their scrabbling hands, climbing to escape.

There was one mouthful that did not taste of terror. She was not tender with despair. She reached between the monster's grasping fingers and freed a shard of stone. She took a deep breath and bellowed into the darkness, hoping her cries would reach someone.

Somewhere in the place of stone faces, people raised a lantern to illuminate their doom.
They knew they could not survive, yet they struggled just the same.
These are the ones that taste best, thought the monster, delighted.

The Recurrent Story

The Recurrent Story is the prologue to the People of the Dream Keeper campaign. Always start your People of the Dream Keeper campaigns with the Recurrent Story.

This story picks up when a hungry monster opens a puzzling chest and finds four delicious arc survivors inside. Before they can take stock of their situation, the survivors must fight for their lives against a gleeful Crimson Crocodile.

You will need four survivor miniatures to represent your starting arc survivors, and you must build the Crimson Crocodile miniature to play the Recurrent Story.

You will also need the *Kingdom Death: Monster* core game and a working knowledge of the *Monster* core rules to play this prologue.

Arc Survivors

Arc survivors emerge into the darkness with new faculties and potential. The Recurrent Story is designed to guide four arc survivors through their first encounter with a new monster.

Although arc survivors are different, their emergence in the world is familiar. They will fight and die. If they prevail, they will start a settlement like none that have come before.

Create Arc Survivors
Use an arc survivor record sheet. Choose a name for your survivor, and gain +1 survival when you record it.

New Arc Survivor Traits
Arc survivors have two new attributes: systemic pressure and torment. They also have a lumi trait.

Systemic Pressure: Subtract an arc survivor's systemic pressure from their severe injury roll results.

Torment: Subtract an arc survivor's torment from their brain trauma roll results.

Lumi: Lumi is used to gain knowledge at the forum.

Gain Starting Knowledge
Knowledge is an aptitude unique to arc survivors. Shuffle together the **Darkness I**, **Despair I**, **Fear I**, and **Hunger I** knowledge cards. Distribute one to each starting arc survivor at random. Record the name, rules, observation conditions and observation boxes (draw the same number of boxes shown on the knowledge card) on the arc survivor record sheet.

Using Knowledge
Knowledge of one's initial frailty can be debilitating. In the prologue, the starting knowledges have downsides like increased systemic pressure or torment. They can also start theories that remain untested and have no rules until they evolve. Apply any rules listed on your knowledge card during the prologue.

Knowledges have observation conditions that describe when survivors can make an observation. As you play, if you fulfill an observation condition, fill an observation box for this knowledge on your arc survivor record sheet. If you fill all the boxes for a knowledge, gain the next rank immediately and replace the prior rank (e.g., **Fear I** becomes **Fear II**).

Prepare Starting Gear
Use a gear grid with one **Cloth** armor gear card and one **Founding Stone** weapon gear card.

Showdown
Set up the arc survivors' prologue showdown as described. They must triumph or try again until they emerge victorious.

Coagulated Hit Locations
The Crimson Crocodile has aggressively scabbing blood. When the monster is attacked, it creates protective crusts on its body, represented by Coagulated hit location cards.

Do not include Coagulated hit location cards in the hit location deck. Shuffle and place them under the Ⓢ **Enchanted Flesh** trait on the monster control panel. As survivors damage the monster, Coagulated hit location cards appear at the top of the hit location deck.

Victorious Survivors
When they defeat the monster, the arc survivors gain rewards, then establish their settlement.

Arc Settlement Phase
Arc settlements begin with a flurry of activity. Use an arc settlement record sheet. Begin with the first settlement event after the Crimson Crocodile prologue, **First Crimson Day**. Their story continues when they find **Dreamless Respite**, share their **First Meal**, and seal their fate at the **Extinguished Guidepost**. Good luck. Your journey has begun!

Crimson Crocodile
Level 1 - Prologue

⚠ **Uneasy awakening. All survivors gain +1 insanity.**

Level		Mov	Tgh	Spd	Dmg
1	Custom Deck List	6	6	-	-

Ⓢ **Immortal Presence** Ⓢ **Enchanted Flesh** Ⓢ **Adrenal Adept**

Instinct: Finger Strum
The fingers on the monster's back move vigorously as scores of startling pops sound from its arthritic knuckles. All non-deaf survivors suffer ★ brain damage.

Blind Spot

Monster Setup

Create the AI Deck
Ⓑ **21,000 Newton Bite**
Ⓑ **Crimson Snap**
Ⓑ **Mocking Bite**
Ⓑ **Haunting Bite**
Ⓑ **Delighted**
Ⓐ **Vampire Bite**
Ⓐ **Whipping & Slamming**
Ⓐ **Hail of Fingers**

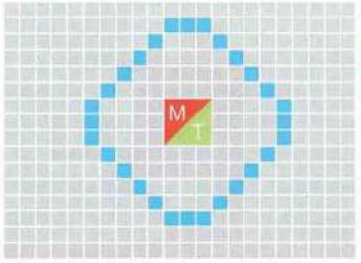
Set **21,000 Newton Bite** aside. Shuffle the remaining cards, then place it on top of the deck.

Create the Coagulated HL Deck
The Coagulated hit locations are placed under **Enchanted Flesh**.

Create the HL Deck
Set **99 Finger Spine** aside. Shuffle all other HL cards, then place it on top of the deck.

Place Monster Traits in Play
Place Ⓢ **Immortal Presence,** Ⓢ **Enchanted Flesh,** and Ⓢ **Adrenal Adept** on the monster control panel.

Showdown Setup



Terrain & Deployment
- 1 Blood Pool terrain card, set up in the center of the board.
- 1 Survivor Corpse terrain card, set up normally.
- Place the monster in the center of the board.
- Place survivors 5 spaces away from the monster.

Aftermath

Victory
+1 Hunt XP
+ **Rewards**

Defeat
🕮 **Game Over**

Rewards

4 basic resources, 4 Crimson Crocodile resources.

Gain the **Crimson Crockery** settlement location.

PEOPLE OF THE DREAM KEEPER

The People of the Dream Keeper campaign is a new story about a settlement formed around the entity known as the Gambler. This campaign gives players a host of monstrous challenges and powerful tools to tackle them.

To play People of the Dream Keeper, you will need a copy of the *Kingdom Death: Monster* core game and this expansion. This book contains the rules for setting up and playing People of the Dream Keeper.

Campaign Anatomy

Nodes and Monsters
The People of the Dream Keeper campaign contains the following monsters in each node:

Node 1 Quarry: Crimson Crocodile
Node 1 Nemesis: Butcher
Node 2 Quarry: Smog Singers
Node 2 Nemesis: Atnas
Node 3 Quarry: Phoenix
Node 3 Nemesis: The Hand
Node 4 Quarry: King
Core Monster: Gambler
Finale Nemesis: Godhand

Pillars of the Settlement
The People of the Dream Keeper campaign has new components that profoundly affect your game.

Arc Survivors: Rapidly learning, ravenous survivors imbued with collective cognition, philosophies, and knowledge.

Scouts: A stealthy companion and witness to the survivors' journey in the darkness.

Encounters: New threats lurking in the darkness. Encounter monsters waylay the survivors and must be defeated to resume hunting.

Seed Patterns: Crafting beyond settlement locations. The Drafting Table serves as a font of inspiration for bizarre gear.

Wanderers: Powerful and mysterious strangers who join your settlement.

This campaign is advanced. Its many pillars introduce complexity to your game. Although many new components are added during the course of gameplay, some setup is required before you start.

Organize Your Collection

This expansion contains a myriad of new gameplay components. Unpack all cards and components. Organize them in your collection. Once your collection is organized, you can set up the People of the Dream Keeper campaign.

Campaign Setup

To modify your game for the People of the Dream Keeper campaign, make the following changes:

> If your Core Game is earlier than 1.6, this product contains three Perfect basic resources (**Perfect Bone, Perfect Hide, Perfect Organ**) to add to your basic resource deck. If you already have these, do not add them.

Curate Your Campaign Cards

Your *Kingdom Death* collection may include components from other expansions. You will not need them for this campaign. The People of the Dream Keeper campaign uses components only from the Core Game and the Gambler's Chest expansion.

Check the Crests
Cards specific to an expansion have that expansion's crest illustrated at the top. Core Game cards have no crest. As you set up your game decks, remember to set aside cards marked with crests not featured in this expansion.

New Card Dividers
New card dividers are included to help organize your collection. Use these to distinguish cards in your current campaign from those of other expansions.

Campaign Decks

Assemble the persistent decks for this campaign. Examine each group of cards (disorders, fighting arts, terrain, innovations). Combine the crestless cards (from the Core Game and the Gambler's Chest expansion) with cards featuring the crests of monsters and pillars in this campaign.

Disorders

Combine the following Gambler's Chest disorder cards with the Core Game disorders to create the settlement's disorder deck. Use the new Settlement's Disorders Deck divider for this deck. Remove any cards with crests not featured in this campaign and place them in the Disorders section of your collection.

- Atelophobia
- Ergophobia
- Photophilia
- Somniphobia
- Bloodlust (Crimson Crocodile)
- Phobophobia (Crimson Crocodile)
- Brain Smog (Smog Singers)
- Pacifist (Smog Singers)
- Schadenfreude (Atnas the Child Eater)
- Weltschmerz (Atnas the Child Eater)
- Directional Dyslexia (King)
- Subjugated (King)

Fighting Arts

Combine the following Gambler's Chest fighting art cards with the Core Game fighting art cards to create the settlement's fighting arts deck. Use the new Settlement's Fighting Arts Deck divider for this deck. Remove any cards with crests not featured in this campaign and place these in the Fighting Arts section of your collection.

- Bloodzerker (Crimson Crocodile)
- Glass Mask (Crimson Crocodile)
- Invigorator (Crimson Crocodile)
- Monster Empathy (Smog Singers)
- Relentless (Smog Singers)
- Virtuoso (Smog Singers)
- First Step (King)
- Regicide (King)

Terrain

Combine the following Gambler's Chest terrain cards with the Core Game terrain to create the settlement's terrain deck. Use the new Settlement's Terrain Deck divider for this deck. Remove any cards with crests not featured in this campaign and place them in the Terrain section of your collection.

- Glowing Waypoint
- Blood Pool (Crimson Crocodile)
- Smog Incense (Smog Singers)
- Beheaded Corpse (Godhand)

Do not add the following special terrain cards to the terrain deck. Use them only when instructed.

- Fallen Lantern
- Gabel's Tree
- Hidden Face
- Royal Causeway
- Stone Fingers

Innovations

Innovation decks are built and grow throughout your settlement's story. New card dividers are provided to store innovations gained by your settlement and the cards currently in the innovation deck.

To prepare to build the innovation deck, replace Principle: Romantic with Principle: Romantic, Sculpture with Sculpture, and Pictographs with Pictographs. Do not add any innovations with crests not featured in this campaign to your deck.

The following innovations are earned through play. Keep them in your collection until you need them.

- Stone Plate (arc survivors)
- Butchery (arc survivors)
- Nutrition (arc survivors)
- Supreme Cuisine (arc survivors)
- Stone Stairs (arc survivors)
- Shattered Blade (arc survivors)
- Dreamless Language (Gambler)
- Silent Dialect (Gambler)
- Dream Schematics (Gambler)
- Song of Concord (Smog Singers)
- Water of Life
- Death Pact (scout)
- Drafting Table (seed patterns)
- Morgue (lantern oven consequence)
- Character (inner lantern consequence, unlocked upon reaching the epilogue)

Monsters

Ensure that the Crimson Crocodile, Smog Singers, Atnas, Phoenix, The Hand, Gambler, King, and Godhand AI, HL, hunt event, resource, gear decks, rare gear, and indomitable resources are in your collection in a way that will be accessible during your campaign.

Gambler's Chest Components

Ensure the following are organized in your collection in a way that will be accessible during campaign play:

- Philosophy Books
- Philosophy Cards
- Knowledge Cards
- Collective Cognition Rewards Cards
- Scout Gear Grid
- Scout Gear
- Scout Discovery Cards
- Encounter Board
- Bone Eater Cards
- Pattern Cards
- Seed Pattern Cards
- Luck The Wanderer Components

Arc Survivor Hunt Event Card

Replace a basic hunt event card with the arc survivors hunt event card.

Scout Hunt Event Card

The scout hunt event card will add itself to your campaign through gameplay. If any questions arise, refer to the Scout section of this book.

Bone Eaters

The Bone Eaters encounter will add itself to your campaign through gameplay. If any questions arise, refer to the Encounters section of this book.

Pattern Cards

Pattern cards remain in your collection until you are specifically instructed to gain one. Use the Settlement's Patterns divider to store the ones you gain.

Seed Pattern Cards

Seed Patterns will add themselves to your campaign through gameplay. Use the Settlement's Patterns and Settlement's Seed Pattern Deck dividers to store these. If any questions arise, refer to the Patterns section of this book.

Luck the Wanderer

Luck's components remain in your collection until he is introduced later on the timeline.

Important Campaign Rules

New Intimacy Story Event

When you trigger **Intimacy** in this campaign, use the ✹ **Intimacy** story event included in this book instead of the story event in the core game rulebook.

New Hand Showdown Page

When you face the Hand nemesis showdown, use the Showdown: Hand story event in this book.

Arc Survivor Record Sheet

Arc survivors have new traits that reflect their expanded capacity to learn and transmit knowledge. Use arc survivor record sheets to track their new elements.

Fist Pump is a new survival action.

Systemic Pressure is an attribute of arc survivors.

Torment is an attribute of arc survivors.

Lumi is accrued by arc survivors and is used to gain knowledge at the Forum.

Hunt XP milestones are determined by an arc survivor's philosophy.

Next Departure is a space to record any effects specifically related to the next time you depart the settlement. When you depart, apply the rules and erase the effects written in this box.

Vaultless is a story event that triggers when arc survivors attempt to learn fighting arts and secret fighting arts.

Philosophy is an aspect of arc survivors. When they adopt a philosophy (upon reaching their first Hunt XP milestone), record its name and details here.

Neurosis is a limitation of a philosophy.

Tenet knowledge is the knowledge associated with a philosophy. Record its name and corresponding details from the knowledge card.

Knowledges has space for 2 additional knowledges.

Arc Settlement Record Sheet

Use the arc settlement record sheet to keep track of the new elements of the People of the Dream Keeper campaign.

People of the Dream Keeper campaign timeline indicates the story events that comprise the campaign's story.

Quarry and Nemesis monster lists are unique to the People of the Dream Keeper campaign.

Campaign milestones includes a new milestone.

Departing Survivor Bonuses tracks persistent effects gained by departing survivors, accrued through innovations and other rules.

Seed Patterns tracks seed patterns gained from the Drafting Table innovation.

Resources Storage list is now organized by node to help organize your settlement's storage in anticipation of crafting seed pattern gear. List monster resources in storage under the appropriate node of that monster. (Basic resources are not tied to nodes.)

Patterns list provides space to record pattern cards gained this campaign.

Population list now includes space for arc survivor philosophies and philosophy ranks.

Collective Cognition tracks the settlement's current collective cognition as it accumulates.

Settlement Victories tracks the collective cognition gained from victorious showdowns.

Collective Cognition Rewards lists the collective cognition rewards available in this campaign.

Philosophy list records the philosophies available for survivors to adopt in the settlement.

Knowledge list records the settlement's current knowledge.

Changes to the Hunt Phase

New Hunt Event Cards and Tables
During your campaign, new cards will be added to the basic hunt events deck. When drawn, survivors will roll on new tables found in this book to resolve the effects.

Bone Eater Encounter
When survivors trigger an encounter, their hunt is interrupted by the arrival of strange creatures stalking the darkness. Encounters are discussed in detail in their own section of the rules.

Changes to the Settlement Phase

Settlement Phase Setup
During the setup of the settlement phase, add new elements to the table using the arc survivor panel. This holds the philosophy deck, knowledge deck, and collective cognition rewards deck created during the first lantern year of your campaign. These are enduring settlement decks that change over time and should be stored separately.

In addition, when they gain the Forum, arc survivors will share knowledge during this step.

In addition to your normal settlement phase setup, include patterns and seed patterns gained during this campaign, the seed pattern deck, and new settlement locations earned in your campaign.

Check Milestones
Gain Collective Cognition Rewards
After updating the new collective cognition total during the Aftermath, the returning survivors deliver their bounty. If the settlement's collective cognition has changed, check the top card of the collective cognition rewards deck. If the settlement's collective cognition is equal to or higher than the number on the card, draw the card and gain its benefits, then archive it.

Develop Step
Ponder
Arc survivors cannot help examining their worldview as their experience increases. When returning arc survivors reach Hunt XP milestones, they must ponder their philosophy during the develop step.

Craft Patterns
Examine the settlement's earned patterns and seed patterns and craft their corresponding gear.

Prepare Departing Survivors
During this step, a scout is nominated. They must use the scout gear grid and choose their gear wisely.

Changes to the Showdown Phase

Scout
The scout is present for the showdown alongside the hunting survivors. Although they may fight, their goal is to glean information and to preserve the settlement's belongings in case of tragedy. Monsters treat scouts like any other survivor and will target and kill them.

Knowledge Observations
Knowledge observation conditions most often occur during the showdown. Players track their survivors' individual observation conditions, ensuring that they update observations as these conditions occur.

Rules and Questions

Rules for each component of the Gambler's Chest Expansion are discussed in the corresponding section in this book. As questions arise, consult the specific sections in this book.

The glossary alphabetically lists game terms found in this book. Rules listed without further explanations are defined in this section.

Finally, Kingdom Death maintains a living glossary and FAQ on our website.

New Core Rules

The Gambler's Chest Expansion introduces new rules to upgrade *Kingdom Death: Monster.* These rules include a new type of monster attack, indomitable resources attainable only from high-level monsters, expanded rules for campaign creation, and Advanced *Kingdom Death: Monster* campaigns.

Synchronic Attack

Synchronic Attacks are powerful actions that simultaneously affect all survivors in a zone. To perform a Synchronic Attack, the monster controller examines the zone, noting all survivors that are within it, and makes a single set of attack rolls. Apply the roll results of these attack rolls to all survivors within the zone. A survivor's evasion, dodge, block, deflect, and gear apply to that survivor only when determining hits.

For example, a level 2 Crimson Crocodile draws 21,000 Newton Bite. Allister, Zachary, and Erza are all in the Synchronic Attack zone. With a speed of 3, the monster rolls a single set of attacks, rolling 3, 5, and 8. Allister, Zachary, and Erza must now individually calculate how many hits they suffer. Allister has an evasion of 2, so the 3 misses and he is hit twice. Erza and Zachary do not have any evasion, but Erza has 2 deflect tokens. She uses them and suffers a single hit. Zachary suffers all 3 hits.

After hits are determined, the monster controller selects a hit survivor and resolves the rest of the attack, rolling hit location dice, dealing damage, and triggering effects before moving on to the next hit survivor. Once all hits are resolved, the action ends, and the next action on the card can be performed.

Attack Effects

Attack effects trigger for each survivor individually as the monster controller resolves the rest of the attack one survivor at a time.

Move & Synchronic Attack Target

The monster controller must identify the shortest path until the target is in the attack zone. If this is not possible and the synchronic attack cannot reach the target, the monster will move as close to the target as possible. The monster will still perform the synchronic attack if there are other survivors in the attack zone.

Move & Synchronic Attack (Specific Space) Target

When a synchronic attack zone specifies highlighted spaces, the monster controller must try to move the monster until the target is in a highlighted space.

If the target cannot be in a highlighted space, the monster controller must try to move the monster so the target is in the attack zone. If that is not possible, the monster will move as close to the target as possible. The monster will still perform the synchronic attack if there are survivors in the attack zone.

Vibration Damage

Vibration Damage is caused by sound so powerful, its shockwaves shatter armor and bones alike. When suffering vibration damage, do not roll hit location dice. Instead, add the damage from all successful hits together and resolve it one point at a time. Decrease armor points, check injury boxes, and suffer severe injuries at the hit location(s) of your choice until all damage has been dealt. Since each point of damage is resolved one at a time, a survivor without remaining armor or unfilled injury boxes may suffer an overwhelming number of severe injuries!

Vibration damage destroys delicate items. After survivors suffer vibration damage, archive any gear with the fragile keyword in your gear grid.

Hits causing vibration damage cannot be dodged, as no hit location dice are rolled. However, these hits may still be Blocked or Deflected.

Rules that reduce damage from a hit apply to each hit before the damage is added together.

Range Attacks

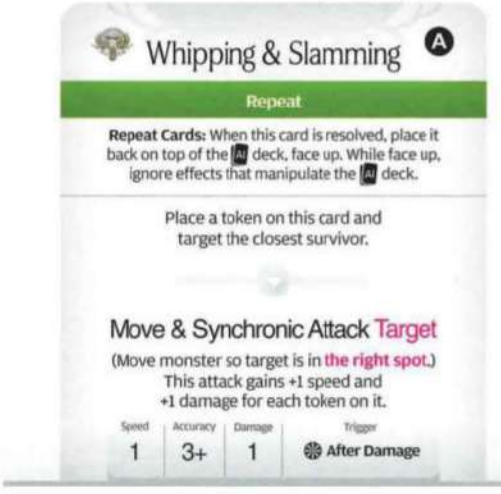
Some attack profiles have range. Range determines how far a monster's attack can reach. A standard attack profile requires the monster to be adjacent to its target. A range attack profile enables the monster to attack from a number of spaces away from the target.

Move Into Range & Attack Target

Monsters maneuver to keep the survivors at bay while they attack. When a monster performs Move Into Range & Attack Target, move the monster towards the target until it is a number of spaces equal to the range away from the target. If the monster is adjacent or fewer spaces than the range from the target it will move away from the target to put space between them.

The monster controller draws Hail of Fingers. The closest threat, Allister, is adjacent to the monster. The monster moves until it is 6 spaces away from Allister. Then it turns to face Allister, and attacks!

Repeat AI Type


Whipping & Slamming
A
Repeat
Repeat Cards: When this card is resolved, place it back on top of the AI deck, face up. While face up, ignore effects that manipulate the AI deck.
Place a token on this card and
target the closest survivor.
Move & Synchronic Attack Target
(Move monster so target is in the right spot.)
This attack gains +1 speed and
+1 damage for each token on it.
Speed
Accuracy
Damage
Trigger
1
3+
1
After Damage

Repeat is a new type of AI card that is performed turn after turn, often powering up! After a Repeat AI card is resolved, place the card faceup on top of the AI deck instead of discarding the card. The next time the monster draws an AI card, it will draw the faceup Repeat card from the top of its deck.

While a Repeat AI is on top of the AI deck, ignore any effects that manipulate the AI deck (Rawhide Headband, Whistling Mace, etc.). The only way to remove a Repeat AI card from its loop is to wound the monster. Remove any tokens and move it to the wound stack (or to the discard pile if the monster has the **Life** trait).

The monster controller draws Whipping & Slamming and adds a token to the card. After the card is resolved, it is placed faceup on the AI deck, with its token on top. Next turn, the monster draws Whipping & Slamming again, adding another token. With two tokens, the attack gains +2 speed and +2 damage!

Compulsive Reactions

Vasodilated

◆ Failure
The monster flips upside down and glides on its wriggling fingers, moving 2 spaces forward, then cranes its neck to wink at the attacker. They suffer ★+1 brain damage.

◆◆ Wound
Compulsive reactions cannot be canceled.

The monster recoils, its fresh blood instantly congealing into hard translucent scabs. Archive this. Draw a **Coagulated** hit location and place it on top of the hit location deck.

Compulsive reactions ◆ are autonomic responses that cannot be stopped. Effects like Katar specialization or a critical wound that cancel monster reactions do not cancel compulsive reactions. These reactions still occur even if the monster is knocked down. However, unless instructed to stand the monster up, it will perform the compulsive reaction and remain knocked down.

Lucy is a Katar specialist and will cancel the reactions of her first selected hit location. She attacks the monster, draws Blushing Bulging Neck, and successfully wounds the monster. However, since the ◆ Wound is compulsive, the reaction is not canceled. The monster controller archives the card, then draws a Coagulated HL and places it on top of deck.

Indomitable Resources

When survivors defeat a monster with the **Indomitable** trait, they gain a single indomitable resource as part of their rewards. Draw one at random from the monster's indomitable resource deck. Do not draw anything if the monster does not have any indomitable resources or the Indomitable trait. Indomitable resources are impressive specimens that may inspire patterns for new gear.

Indomitable Resources & Monster Resources
If an effect instructs survivors to gain a monster resource of their choice, they cannot gain one of its indomitable resources.

Indomitable resources have resource types and may be spent as such (bone, hide, etc.).

Survivors Off the Showdown Board

Survivors can find themselves whisked off the showdown board. When they are, follow the rules from the effect that removed them. Usually this will involve placing the survivor's miniature on a survivor status card. While a survivor is off the showdown board, they cannot be targeted by the monster or suffer effects that the monster performs on all survivors. Their status cards or story events may still affect them.

At the start of their act, a survivor off the showdown board gains 1 ⚡ as normal but often cannot spend them. If they return to the showdown board before their act ends, they may spend them as normal. The events or cards that removed a survivor from the showdown board will explain how the survivor can return.

Excluded Cards

Cards with the exclude symbol should be removed from their respective decks until you are explicitly instructed to use them.

Campaigns, Nodes, and Pillars

Kingdom Death: Monster campaigns vary wildly based on the monsters and optional components they contain. Their unique mix changes the story of every settlement dramatically. To support the staggering permutations of fate, each campaign has monster nodes and pillars that help create coherent stories from the many available components.

Monster Nodes
Nodes serve as a simple way to identify the relative difficulty of a given monster. Node 1 signifies monsters that can be hunted from the start of a campaign, while Node 4 represents challenging adversaries that will not appear until further into a settlement's life cycle.

A campaign's story revolves around its central adversaries: a core monster and a finale monster. The rest of the campaign has space for quarries and nemesis monsters from each node. Campaigns like People of the Dream Keeper specify monsters for each node to tell the story of settlements living with the Gambler. Players looking for an experience that includes other expansions can customize what monsters they use to fill each node.

NQ1 **Node 1 Quarry Monsters**
White Lion
Gorm
Crimson Crocodile

NQ2 **Node 2 Quarry Monsters**
Screaming Antelope
Spidicules
Flower Knight
Smog Singers

NQ3 **Node 3 Quarry Monsters**
Phoenix
Dragon King
Sunstalker

NQ4 **Node 4 Quarry Monsters**
Dung Beetle Knight
Lion God
The King

NN1 **Node 1 Nemesis Monsters**
Butcher
Manhunter

NN2 **Node Nemesis 2 Monsters**
King's Man
Lion Knight
Slenderman
Atnas

NN3 **Node Nemesis 3 Monsters**
The Hand

Co **Core Monsters**
Watcher (People of the Lantern)
Gambler (People of the Dream Keeper)
Dragon King (People of the Stars)
Sunstalker (People of the Sun)

Fi **Finale Monsters**
Gold Smoke Knight
Godhand

Sp **Special Nemesis Monsters**
Lonely Tree

Campaign Pillars
Campaigns can also include pillars, optional game components that increase immersion, complexity, and chaos. The Gambler's Chest expansion introduces numerous new components, each with a pillar value that represents the complexity it added to your game.

Arc Survivors - 3 Pillars
Encounters - 2 Pillars
Scouts - 1 Pillar
Seed Patterns - 1 Pillar
Wanderers - 1 Pillar
Characters - 1 Pillar

Customize a Campaign

Once you have determined which campaign to play, you may customize your experience by swapping monster nodes and adding pillars.

People of the Lantern
The People of the Lantern campaign (included in the Core Game) must always have the Watcher as its core monster and the Gold Smoke Knight as the finale

monster. Any other quarry or nemesis monsters may be replaced with monsters from the same node (nodes of different number are not interchangeable). Include any additional desired pillars.

People of the Dream Keeper
The People of the Dream Keeper campaign must always have the Gambler as its core monster and the Godhand as its finale monster, and the Hand as its Node 3 nemesis monster. It cannot include a King's Man as its Node 2 nemesis monster. Any other quarry and nemesis monsters may be replaced with monsters from the same node. A custom People of the Dream Keeper campaign must include the arc survivors and scout pillars. Include any additional desired pillars.

Advanced Kingdom Death: Monster

A campaign of *Kingdom Death: Monster* that includes two or more pillars is an Advanced *Kingdom Death: Monster* (AKDM) campaign. The People of the Dream Keeper campaign outlined in this book is an AKDM campaign because it uses arc survivors, scouts, encounters, wanderers, and seed patterns (8 pillars).

To help smooth out the complexity of playing advanced campaigns, we recommend play groups divide responsibilities into the following roles: storyteller, historian, banker, and builder. These roles are not permanent and should be switched each lantern year or spontaneously as players require.

Storyteller: This player reads aloud for all players, maintaining the suspense of events as they unfold. The storyteller should read story events, settlement events, hunt events, philosophies, and roll results. The storyteller should perform actions that involve reading and resolving.

Historian: This player records and organizes the changing aspects of survivors and settlements on the advanced settlement record sheet. All players are responsible for updating the survivor record sheets of their survivors as they play. The historian should perform actions that involve recording.

Banker: This player organizes the boards, cards, tokens, and tiles of the game in play and in the game box. The banker should perform actions that involve finding, gaining, archiving, or placing on a board.

Builder: This player assembles, repairs, and organizes the miniatures required for gameplay. The builder should perform actions that involve assembly.

CRIMSON CROCODILE

Calm your wild heartbeats and dodge the monster's bone crunching bites to be rewarded with an arsenal made from the crocodile's bloodglass scabs.
This monster is designed to be added to the *Kingdom Death: Monster* core game. It includes:

50 x gear cards	1 x Terrain card
6 x pattern gear cards	1 x Terrain tile
39 x Crimson Crocodile AI cards	2 x Disorder cards
21 x Crimson Crocodile HL cards	3 x Fighting Art cards
11 x Coagulated HL cards	1 x Secret Fighting Art card
9 x Crimson Crocodile hunt event cards	1 x Armor set bonus card
22 x Crimson Crocodile resource cards	1 x Settlement Event card
3 x Strange resource cards	1 x Crimson Crockery location
5 x Indomitable resource cards	2 x Crimson Crocodile dividers

Use the following story events in this book:
Prologue - Recurrent Story, Devour the White Lion, Showdown: Crimson Crocodile, and **Beating Backwards**.

Add to Your Collection
- Use the Crimson Crocodile dividers to store AI, HL, monster hunt events, monster resources, indomitable resources, and gear.
- Add new disorders, fighting arts, secret fighting arts, armor set bonus, strange resources, terrain, and rare gear to their respective decks.

Add Crimson Crocodile to a New Campaign
Add the prologue story event 🕮 **Devour the White Lion** to the first lantern year on the settlement's timeline. Replace SE **First Day** with SE **First Crimson Day**.

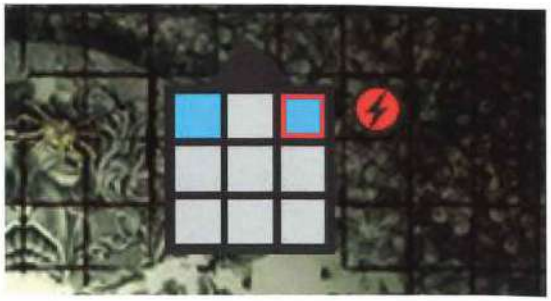
Add Crimson Crocodile to a Current Campaign
You may now hunt the Crimson Crocodile. Add it to the quarry list on the settlement record sheet.

New Rules

Coagulated Hit Locations
When the Crimson Crocodile is wounded, its blood rapidly hardens into durable bloodglass, creating nearly indestructible Coagulated hit locations.

When a survivor attempts to wound a Coagulated hit location, it is an automatic failure unless they target a weak point (highlighted space on card). The blue spaces correspond to the spaces the monster occupies with its facing indicated by the arrow.

After a survivor selects a hit location to resolve, they can target a weak point if it is within the range/reach of their attacking weapon and an imaginary line can be



drawn from the survivor's base to the center of the selected space without being interrupted by an obstacle or another part of the monster.

Lucy attacks the monster with a Sky Harpoon, it has Reach 3. She draws and chooses to resolve the Sparkling Tiny Ear hit location. Though both weak points are in reach of her weapon, she can only draw a line to the red lined space without passing through the monster.

Honed X
Honed weapons gain +X strength until they strike something hard (Super-Dense or Parry hit locations), ruining their edge. Unless something explicitly preserves or restores the edge of a honed weapon, it loses its additional strength until it is restored at the settlement.

Foresight
New gear special rule. Survivors have Foresight if there are any revealed AI or HL cards.

Allister uses Analyze to reveal the top AI card. Now all survivors on the showdown board have Foresight. On the Crimson Crocodile's turn, it plays the top AI card. Without any further revealed AI or HL cards, all survivors lose Foresight.

SMOG SINGERS

A showdown with Smog Singers pits the survivors against three monsters. Their defensive melodies fill survivors with guilt for every wound, tempting them to abandon their murderous assault.

This monster is designed to be added to the *Kingdom Death: Monster* core game. It includes:

- 44 x gear cards
- 1 x rare gear card
- 4 x pattern gear cards
- 40 x Smog Singer AI cards
- 23 x Smog Singer HL cards
- 10 x Smog Singer hunt event cards
- 19 x Smog Singer resource cards
- 1 x Strange resource card
- 5 x Indomitable resource cards
- 1 x Terrain card
- 1 x Terrain tile
- 2 x Disorder cards
- 3 x Fighting Art cards
- 1 x Secret Fighting Art card
- 1 x Innovation card
- 1 x Armor set bonus card
- 1 x Chorusseum location
- 2 x Smog Singer dividers

Use the following story events in this book: **Death of Song, Emotional Breakdown, Showdown: Smog Singers,** and **A Song for the Darkness.**

Add to Your Collection

- Use the Smog Singers dividers to store AI, HL, monster hunt events, monster resources, indomitable resources, and gear.
- Add new disorders, fighting arts, secret fighting arts, armor set bonus, strange resources, terrain, and rare gear to their respective decks.

Add Smog Singers to a New Campaign

Add 🕮 **Death of Song** to lantern year 2 on the settlement's timeline.

Add Smog Singers to a Current Campaign

Add 🕮 **Death of Song** to the next lantern year on your settlement's timeline.

New Rules

Multi-Monster Showdown

The Smog Singers introduce multi-monster showdowns. This showdown features three monsters, each with their own miniature, that act as one collective.

Smog Singers share AI and HL decks, wounds, attribute tokens and perform AI cards together. They share one monster turn.

Survivors must select one Smog Singer to attack. If that monster moves out of range, the attack ends, even if another Smog Singer is in range.

Smog Singers have individual blind spots and fields of view. Survivors' positions apply to individual monsters, they can be in one monster's facing but not another's.

Overtone Cards

Smog Singers manifest their moods (🎭) by adding overtone notes to their singing voices. Each monster level specifies how many 🎭 the AI deck contains. Rules that affect moods also affect overtones.

Harmony Cards

When Smog Singers draw a Harmony AI, all the monsters perform this card, one at a time. Continue to perform this card until all monsters act, even if a monster performs its instinct or triggers a persistent injury. (This may cause multiple monsters to perform their instinct.)

Guilt Tokens

Survivors feel remorse attacking the Smog Singers. They start with the Bloody Hands status card which holds their accumulating guilt tokens (lantern tokens).

A survivor's number of guilt tokens affects the showdown. Survivors with 3+ guilt tokens are **guilty**. Some AI cards target the guiltiest survivor. Survivors must be **guilty** and have the most guilt tokens to be guiltiest. Otherwise, the monster cannot find a target this way.

Survivor Songs

The Smog Singer's music is infectious. At the start of a showdown, all survivors gain a face down Song status card. Survivors can spend ⚡ to flip their song cards face up and start singing. In some cases, the monster will force them to sing.

Ballads

Inspired by the Smog Singers, survivors use musical gear to bolster themselves. To perform a **Ballad [X]**, spend ⚡ and archive X monster wounds from the wound stack. The Ballad continues until the gear is archived, you die, or another Ballad is performed. Survivors can perform one Ballad at a time unless an effect instructs otherwise.

ATNAS

The monster dredges up old joys, sparking displays of master swordsmanship. Survivors who hope to defeat this tragic monstrosity will have to wrestle with its mad mood swings and unpredictable behavior.

This monster is designed to be added to the *Kingdom Death: Monster* core game. It includes:

- 2 x rare gear cards
- 34 x Atnas AI cards
- 16 x Atnas Sword Craft cards
- 24 x Atnas HL cards
- 2 x Disorder cards
- 1 x Secret Fighting Art card
- 1 x North Star marker
- 1 x Atnas divider

Use the following story events in this book: **Unwanted Gifts, Self Invited Guest,** and **Showdown: Atnas.**

Add to Your Collection

• Use the Atnas dividers to store AI, Sword Craft, and HL cards.

• Add new disorders, secret fighting art, and rare gear to their respective decks.

Add Atnas to a New Campaign

Add 🕮 **Unwanted Gifts** to lantern year 6 on the settlement's timeline. Add ⚔ **Nemesis Encounter - Atnas Lvl 1** to lantern year 9. Add subsequent levels to lantern years 18 and 28.

Add Atnas to a Current Campaign

Add 🕮 **Unwanted Gifts** to lantern year 6 (or the next lantern year if you are beyond 6) on the settlement's timeline. Add ⚔ **Nemesis Encounter - Atnas Lvl 1** to lantern year 9. Add subsequent levels to lantern years 18 and 28. You may not challenge a level of Atnas from past lantern years.

New Rules

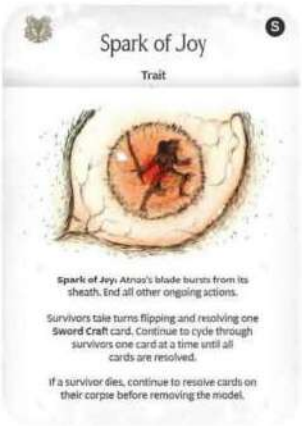
Sword Craft Cards

Atnas is a capricious master of the blade, terrorizing survivors with its sword-craft when they least expect it. During showdown setup, shuffle all Sword Craft cards into a deck. When Atnas deals a Sword Craft card to a survivor, deal the top card face down without revealing the card.

Synchronic Attacks often appear on Sword Craft cards, consult the New Core Rules for these rules.

After the monster performs a Sword Craft card, place it in a separate Sword Craft discard pile. If there are no cards in the Sword Craft deck when the monster deals a Sword Craft card, shuffle the discard pile, create a new deck, and draw the top card. If there are no cards in the Sword Craft deck or discard pile, nothing happens.

If a survivor dies, discard their Sword Craft cards unless they die during **Spark of Joy**.


Spark of Joy
Trait
Spark of Joy: Atnas's blade bursts from its sheath. End all other ongoing actions.
Survivors take turns flipping and resolving one Sword Craft card. Continue to cycle through survivors one card at a time until all cards are resolved.
If a survivor dies, continue to resolve cards on their corpse before removing the model.

Spark of Joy

In the fleeting moments when Atnas' fractured memory reforms, the monster strikes and cuts all survivors in the blink of an eye.

When the monster perform **Spark of Joy**, survivors take turns revealing and performing Sword Craft cards, one card at a time, cycling among all survivors. If a survivor dies during Spark of Joy, keep their miniature on the showdown board and continue to resolve Sword Craft cards on their body. When Spark of Joy ends, discard all Sword Craft cards and remove all dead survivors from the showdown board.

North Star and Cardinal Knockback

The North Star tile indicates the cardinal directions on the showdown board (North, South, East, West). During showdown setup, place the North Star tile just above the top left corner of the showdown board (A-1). When a survivor suffers knockback in a cardinal direction, use the North Star to determine the direction.

If a survivor is adjacent to the board edge when they suffer cardinal knockback toward the same board edge, move them along that board edge away from the monster.

Weapon Proficiency Survivor Status

Weapon proficiency survivor status cards represent a connection forged by a shared passion. They are given to the survivor with the highest weapon proficiency in a particular type of weapon (with a minimum of 1).

At the start of the showdown, the survivor with the highest number of sword proficiency levels (minimum 1) gains this survivor status card. If none are eligible, archive this card. If there is a tie, choose a survivor.

Old Battle Scars & Limbic Stimulation

Atnas struggles to glean fragments of its past Joy. In sudden moments of stress, Atnas will briefly recall what it yearned for via limbic stimulation.

During showdown setup, take all of Atnas' moods and place them in the wound stack. When Atnas performs a limbic stimulation, shuffle the wound stack, then reveal cards from the top until you reveal a mood and put it into play. Atnas' moods can be fickle, yet dangerous to survivors in the showdown. When these moods are discarded, put them on top of the wound stack rather than in the AI discard pile.

Keen

A new keyword for extremely accurate attacks. Keen attacks ignore survivors' positive evasion attribute.

For example, Atnas targets Lucy who has +2 permanent evasion. It attacks at 3 speed with 3+ accuracy. The attack roll results are 3, 1, and 4. The 3 and 5 both hit, even though Lucy has 2 evasion.

Minions

The Imaginary Elf is a minion-type monster spawned from Atnas's myopic mind.

- Minions perform their minion action one at a time at the end of each monster turn, after the monster has performed all of its actions.
- Minions' attributes are listed on their card.
- Minions do not use + / - attribute tokens.
- Minions do not have facing or a blind spot.

Killing Minions - Life

Minions do not have hit locations. To attack a minion, roll to hit as normal and then attempt to wound. If a wound attempt meets or exceeds the minion's toughness, the minion suffers a wound, reducing its life by one. When a minion has no life remaining, they are killed and removed from the showdown board. Killing a minion does not make a survivor eligible to earn levels of weapon proficiency.

Reward

When a minion is killed, the attacking survivor immediately gains the reward listed on the card.

THE KING

An unfathomable monster whose form shifts as it converts energy into structures inside its own body. Survivors will have to overcome its oppressive presence and rebel against the natural order to defeat this majestic monster.

This monster is designed to be added to the *Kingdom Death: Monster* core game. It includes:

- 47 x gear cards
- 2 x pattern gear cards
- 13 x rare gear cards
- 40 x King AI cards
- 9 x King energy cards
- 30 x King HL cards
- 3 x Persistent Injury cards
- 8 x King Hunt event cards
- 21 x King resource cards
- 7 x Strange resource cards
- 2 x Indomitable resource cards
- 2 x Monster Special Terrain cards
- 7 x Terrain tiles
- 6 x Labyrinth tokens
- 2 x Disorder cards
- 2 x Fighting Art cards
- 1 x Secret Fighting Art card
- 1 x Armor set bonus card
- 2 x King settlement locations
- 3 x King dividers

Use the following story events in this book:

Lantern Festival, **The Awaited**, **Showdown: The King**, **Limitless King**, **Kingdom Death**, **Decomposing Labyrinth**, and **Great Divide**.

Add to Your Collection

- Use the King dividers to store AI, HL, monster hunt events, monster resources, indomitable resources, and gear.
- Add new disorders, fighting arts, secret fighting arts, armor set bonus, strange resources, persistent injuries, terrain, and rare gear to their respective decks.

Add the King to a New Campaign

Add 🕮 **Lantern Festival** to lantern year 21 on your settlement's timeline. Add 🕮 **The Awaited** to lantern year 22 on your settlement's timeline.

Add the King to a Current Campaign

Add 🕮 **Lantern Festival** to lantern year 21 (or the next lantern year if you are beyond 21) and 🕮 **The Awaited** to the year after that on your settlement's timeline.

New Rules

Energy Cards

The King converts sound into three types of energy used to fuel its attacks: Catabolism, Creation, and Death.

During showdown setup, shuffle the energy cards together to create the energy deck. When an energy card is discarded, place it in the energy discard pile next to the deck. When you are instructed to draw an energy card and the deck is empty, shuffle the discard pile to create the deck again.

AI Energy Requirements

When the monster draws AI, check the card banner to determine if the King requires energy to perform it. If all the required energy cards are in play, perform the card. Otherwise, discard the AI card and perform the monster's Basic Action.

Labyrinth Hit Locations

As the King transforms reality using Inflorescence, inscrutable structures arise within its labyrinthine form. Labyrinth hit locations do not start in the hit location deck. Set them aside during showdown setup.

Dominated

Survivors are overwhelmed by the crushing majesty of the monster's presence. When a survivor is dominated, they are knocked down and cannot be encouraged or fist pumped. These restrictions end when the survivor stands again.

Current

The King uses Creation energy to jolt survivors with powerful blasts of electricity. Current is an attack effect that allows the attack to continue to other survivors. If there is another survivor with metal gear within X spaces of the target, perform this attack profile on them. The Current cannot arc to a survivor that has already suffered damage from this attack. Without careful planning, the survivors may suffer a shocking chain reaction!

THE GAMBLER

The arc survivors must either learn the Gambler's tricks or be crushed underfoot as yet another failure.

People of the Dream Keeper Campaign

The Gambler is the Core Monster of the People of the Dream Keeper campaign and cannot be added to any other campaign. It includes:

16 x gear cards
30 x Gambler AI cards
22 x Gambler HL cards
3 x Strange resource cards
1 x Dreamism philosophy book
14 x knowledge cards
1 x Secret Fighting Art card
3 x Innovation cards
2 x Gambler settlement locations
2 x Gambler dividers
1 x sealed package

Use the following story events in this book: **Dreamless Respite, Stained, The Game, Wondrous Design, Perfect Punt, Showdown: The Gambler,** and **Game Theory**.

Add to Your Collection

- Use the Gambler card dividers to store AI, HL, and gear cards.
- Add the new innovations, secret fighting art, and strange resources to their respective decks.
- Add the Dreamism philosophy book, philosophy cards, and knowledge cards to your game box.
- Place the sealed package in your game box. Open only when instructed.

GODHAND

A showdown with the Godhand is the arc survivors' last challenge. They must keep pace with a furious entity and summon the strength to defeat a god.

Final, Final Boss Monster

The Godhand is the Finale Monster of the People of the Dream Keeper campaign and cannot be added to any other campaign. It includes:

17 x Godhand AI cards
17 x Godhand HL cards
1 x Hand AI card
1 x Terrain card
9 x Terrain tiles
1 x Godhand divider

Use the following story events in this book: **Showdown: The Hand, Showdown: Godhand, Epilogue - Defeat,** and **Epilogue - Victory**.

Add to Your Collection

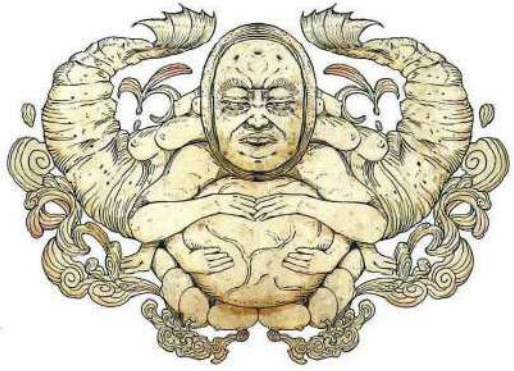
- Use the Godhand card divider to store AI and HL cards.
- Use the existing Hand card divider to store Suspicious.
- Add the new terrain card to the terrain deck.

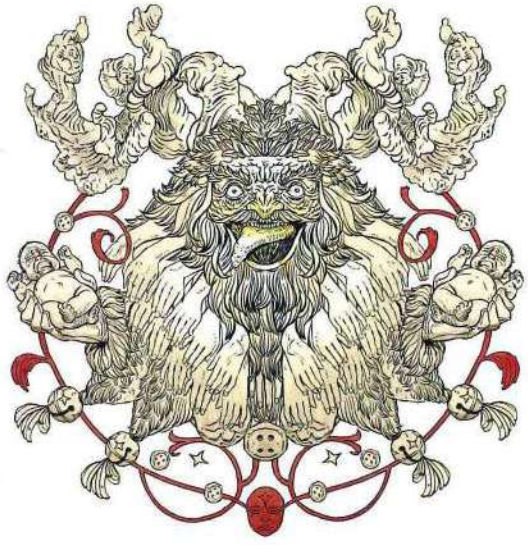
NEW RULES

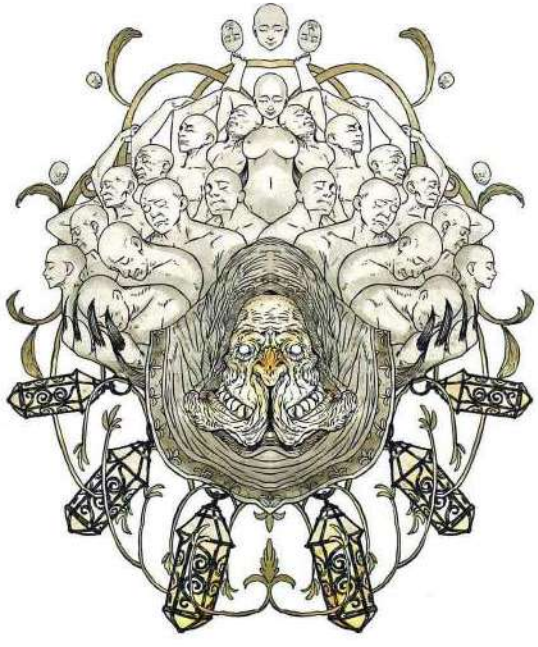
Arc Survivors and the Hand Showdown

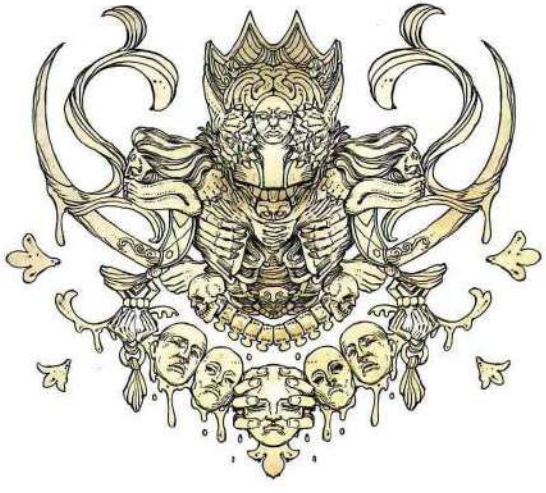
When the Hand visits an arc survivor settlement, it is lured into a game by the Dream Keeper. The crooked game arouses a simmering suspicion in the Hand.

When the arc survivors face the Hand as their nemesis in lantern year 13, use **Showdown: The Hand** in this book. This adds **Suspicious** to the Hand's traits. It scrutinizes the battle closely and will affect the eventual arrival of the Godhand.









ARC SURVIVORS

Arc survivors awaken with their minds unshackled. Three interconnected components represent their faculties: Philosophy, Knowledge, and Collective Cognition.

Philosophies are the way arc survivors make sense of their experiences. When they come of age, arc survivors adopt a philosophy that guides how they grow and change in response to their nightmare existence.

Knowledges are skills that can be learned and taught. Often they arise from insight gleaned from an arc survivor's philosophy. Arc survivors' intellectual capacity allows these skills to evolve with experience and to benefit the settlement beyond one survivor's lifetime.

Collective Cognition is the growing potential of a settlement that comes from the neurological benefits of a diverse and nutritious diet.

These three elements build on one other to create a unique experience for arc survivors. Collective Cognition generates new philosophies that add new knowledges. Arc survivors are an optional component; they can be added to any campaign.

Adding Arc Survivors

To add arc survivors to a new campaign, use the arc survivor settlement and survivor record sheets.

- Add 🕮 **First Meal** to lantern year 1 of the timeline on the arc settlement record sheet.
- Replace Principle: Romantic with ✹ Principle: Romantic, Sculpture with ✹ Sculpture innovation.
- Replace 1 basic hunt event card with ✹ Arc Survivor Hunt Event in the basic hunt event deck.
- Replace Murder with ✹ Murder and Skull Eater with ✹ Skull Eater in the settlement event deck.
- Use ✹🕮 **Intimacy** instead of 🕮 **Intimacy**.
- During the settlement phase, use the arc survivor settlement board to hold new arc survivor decks.

Current Campaign

Arc survivors introduce significant changes to your settlement and gameplay. They cannot be added mid-campaign.

People of the Dream Keeper

Only arc survivors live in the Gambler's settlement. The People of the Dream Keeper campaign uses many of the new components in the Gambler's Chest expansion, including arc survivors. Complete rules for the setting up the campaign are in the People of the Dream Keeper Campaign section.

Arc Survivors Are Different

The lives of arc survivors are packed with new aptitudes and their difficult consequences. Arc survivors do not age like other survivors; instead their development is shaped by their philosophies. These newfound freedoms and stresses are represented by new attributes.

Arc Survivor Attributes

Systemic Pressure: A manifestation of physical stress that accumulates. When survivors make a severe injury roll, subtract their systemic pressure from the roll result.

Torment: A manifestation of ongoing mental strain that accumulates. When survivors make a brain trauma roll, subtract their torment from the roll result.

Torment and systemic pressure are cumulative like other attributes. If a survivor has 1 torment and then gains +1 torment, they then have 2 torment. Arc survivors' knowledges and neuroses can also persistently alter these attributes. If they are removed, their effects on torment and systemic pressure are also removed.

Lumi

Lumi is the spark of curiosity that proliferates knowledge. Lumi is accrued and spent like survival.

Arc Survivors Age Differently

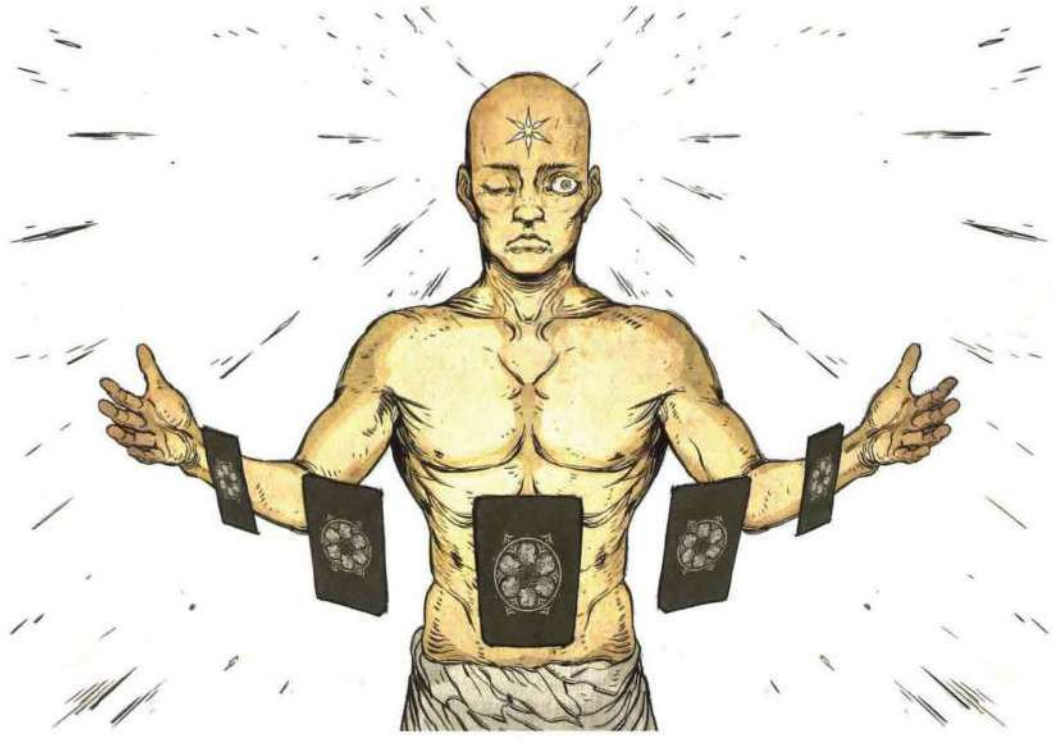
Philosophies replace the **Age** story event that other survivors trigger as they develop. Although arc survivors still get older, the way they change with age is determined by their philosophy.

Arc Survivors and Weapon Proficiency

Arc survivors do not choose weapon proficiencies as a result of the **Age** story event. Instead, weapon proficiencies result from collective cognition rewards.

The Forum Settlement Location

As their collective cognition increases, arc survivors earn a Forum location in their settlements. The Forum is dedicated to knowledge. At the Forum, survivors learn and share knowledges and help others along their philosophical journeys.

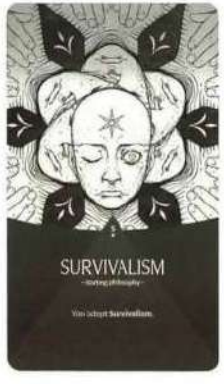


PHILOSOPHIES

When they come of age, arc survivors adopt philosophies to make sense of their nightmarish world.

Each philosophy allows arc survivors to see the world with new eyes. As they age, they explore these beliefs, leading them to uncover knowledge that may outlast their brief existence. Survivors adopt philosophies from philosophy cards.

Philosophy Cards



Philosophy cards represent a philosophy survivors can adopt. They have a name, type (Core, Starting, Tier 1, Tier 2, Tier 3, and Systematic) and direct your survivor how to adopt this philosophy.

Philosophy Deck

The philosophy deck contains cards that represent all the philosophies arc survivors of a settlement can adopt.

At the beginning of a campaign, this deck is small. When a new philosophy is acquired, it is added to the deck for survivors to gain. If a philosophy card is removed from the deck, that outlook is no longer possible to adopt in the settlement.

There are six types of philosophies represented on philosophy cards:

Core: The campaign's core monster inspires a settlement's core philosophy. In the case of People of the Dream Keeper, this is Dreamism.

Starting: Each campaign begins with a philosophy that represents survivors' basic fears and needs.

Tier 1: These philosophies appear more obvious or easier to grasp. Philosophy decks start with two random Tier 1 philosophies.

Tier 2: Settlements do not start with the more complicated or esoteric Tier 2 philosophies. They must reach new levels of sophistication and unlock them using collective cognition.

Tier 3: Powerful ways of thought unlocked by reaching the highest levels of collective cognition.

Systemic: Significant events in the campaign may add these to your philosophy deck.

Create the Philosophy Deck

In the first lantern year of an arc survivor campaign, the Philosophy deck is created during the **First Meal** story. It consists of the following:

- 1 Core philosophy
- 1 Starting philosophy
- 2 random Tier 1 philosophies

In the Dream Keeper campaign, this will be four cards: Survivalism (Starting philosophy), Dreamism (Core philosophy), and two random Tier 1 philosophies.

Adopting a Philosophy

During the Develop step of the settlement phase, arc survivors who have reached their first Hunt XP milestone (Hunt XP 2) **adopt a philosophy**.

Although some arc survivors reach this milestone in the Aftermath of a showdown, they adopt philosophies only during quiet moments of reflection in the settlement.

When an arc survivor adopts a philosophy, get the corresponding philosophy book and open to the starting page.

Philosophy Books

Philosophies evolve with experience. This intellectual journey is represented in the philosophy books.

Each philosophy book contains a starting page that describes the basic consequences of the outlook. Philosophy ranks follow, telling the story of how the philosophy changes.

Philosophy Starting Page

Philosophies are critical to an arc survivor's identity and will influence their behavior and development. At the outset, philosophy books describe the fundamental ways in which a philosophy guides their behavior.

Hunt XP Milestones. The pace at which a worldview develops. Each philosophy has its own Hunt XP milestones that indicate when its ranks increase. Record these by bolding matching boxes on the arc survivor record sheet Hunt XP track.

Tenet Knowledge. Knowledge is essential to any worldview. When you adopt a philosophy, take the corresponding knowledge card and record the tenet's name, rules, observation conditions, and the quantity of observation boxes on your record sheet.

Neurosis. Every outlook has its pitfalls. Record the neurosis and its rules on the arc survivor record sheet.

Rank 1. After recording philosophy details on the starting page, advance to rank 1 by turning the page and resolving the story.

Philosophy Ranks

Each rank of a philosophy represents an evolution of thought. The Hunt XP milestones on a book's starting page note that philosophy's progression. Rank 1 is reached when the philosophy is adopted.

When you resolve a rank, a different player should read the story and only the results you achieve (usually your roll result) to preserve the novelty of your unique path through this philosophy.

Attribute Increases
Arc survivors gain attributes as a result of their philosophies. Unless explicitly described as a token, attribute increases/decreases are permanent.

Divergent (Δ) Ranks
Philosophy ranks are achieved only through leaps of logic. Conditions for obtaining these ranks are listed after the starting page. Once you reach the divergent rank, there are no further ranks in this philosophy.

Philosophies Benefit from Collective Cognition
Philosophy roll results may have effects only reached at a collective cognition threshold. Gain these effects if you roll the appropriate result (usually highlighted in blue) and if your settlement's collective cognition is equal to or greater than the listed number.

Introspection
Some philosophy ranks have an Introspection at the bottom. Gain the effects of an Introspection only if your settlement has reached the listed CC threshold.

Adopting Systemic Philosophies

Systemic philosophies are adopted at significant moments in your settlement's story.

Adopting New Philosophies

If a game event allows or forces a survivor to adopt a new philosophy, they start at the beginning (starting page) of that philosophy and reach rank 1. Replace their tenet, neurosis, rank, and Hunt XP milestones with those of their new philosophy.

Do not reset a survivor's Hunt XP when they adopt a new philosophy. Examine the Hunt XP milestones of the new philosophy. If the survivor has already achieved any of these new Hunt XP milestones, they must wait until the next settlement phase in which they are a returning survivor, then ponder.

Survivors Ponder Philosophies

Each lantern year, returning survivors ponder their existence at the settlement. This occurs during the Develop step of the settlement phase. In addition to building and crafting, arc survivors reflect on their experiences and develop their worldviews. This is how they advance the ranks of their adopted philosophy.

They Must Ponder

Returning survivors who reached a new Hunt XP milestone must ponder their philosophy. They may do so, at any point during the develop step. When they do they gain the next rank of their philosophy. Turn to the next rank's page in the philosophy book and have another player read the story aloud. If prompted, roll and record the results.

A survivor can increase their philosophy rank only once per settlement phase. Survivor who gain enough Hunt XP to achieve more than one Hunt XP milestone only gain the next rank of their philosophy. They must wait until the next settlement phase to ponder and gain another rank.

Keep the settlement's total collective cognition in mind. If you have earned them, gain collective cognition benefits for your roll result and Introspection.

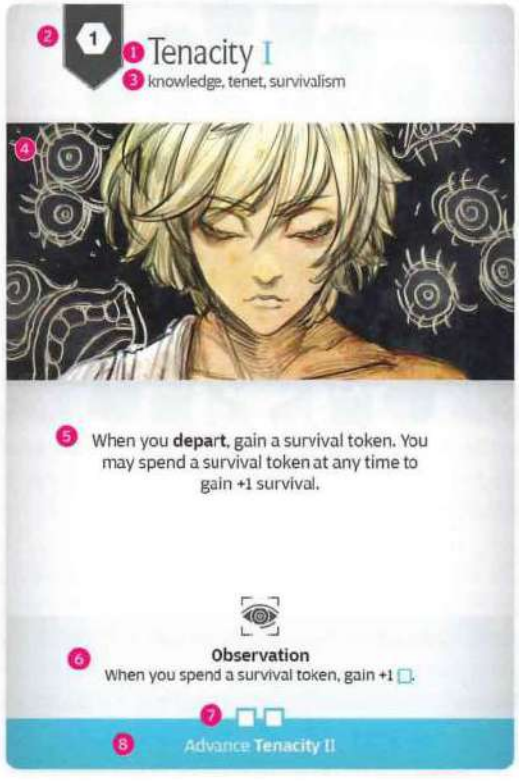
Once per Lifetime

A survivor can gain the benefits of each rank in their philosophy only once per lifetime.

KNOWLEDGES

Knowledges are techniques for showdown, hunt, and settlement phases. Unlike fighting arts, knowledges can evolve with careful observation from a hazy idea into a powerful weapon.

Survivors learn knowledges from their philosophies and at the Forum settlement location in the arc settlement. Rules for each knowledge are found on its corresponding knowledge card. Knowledge cards can be gained from the knowledge deck, the Forum, or added from the game box.


Tenacity I
knowledge, tenet, survivalism
When you depart, gain a survival token. You may spend a survival token at any time to gain +1 survival.
Observation
When you spend a survival token, gain +1 .
Advance Tenacity II

Knowledge Cards

Knowledge cards have the rules for performing them, and observation conditions that describe how the knowledge might evolve. Not all knowledge evolves.

1. **Name and Level:** The name and level of the knowledge (indicated by a roman numeral).

2. **Lumi Cost:** Knowledge can be gained at the Forum settlement location for a lumi cost.

3. **Keywords:** Knowledge cards have keywords that indicate information about the knowledge.

4. **Card Art:** Unique, evocative art.

5. **Rules:** Rules for performing the knowledge.

6. **Observation Condition:** Knowledge can improve with mindful practice. The observation conditions describes what must occur to make an observation.

7. **Observations:** Boxes indicate how many times survivors must make an observation before a knowledge can level up.

8. **Level Up:** When a survivor completes all observations, the knowledge levels up in one of three ways.

Advance. Refinement reached with practice. Survivors replace the knowledge with the higher level version of the same knowledge. Erase the old knowledge and record the new one in its place. The old knowledge becomes obsolete.

Epiphany. A novel discovery. The survivor gains a new knowledge that does not replace the old knowledge. It is possible for a survivor to replace the knowledge that gave birth to the epiphany if all their knowledge slots are full. However, the old knowledge remains in the settlement's knowledge deck.

Dangerous Observation. The consequences of hubris. Follow the rules listed here at the bottom of the card.

Recording Knowledge

When a survivor gains a knowledge, they record its name (including its level, if it has one), rules, observation condition, and the number of observation boxes on their arc survivor record sheet.

Arc survivors have three knowledge slots: one slot for their tenet knowledge and two slots for any other knowledges.

Using Knowledge

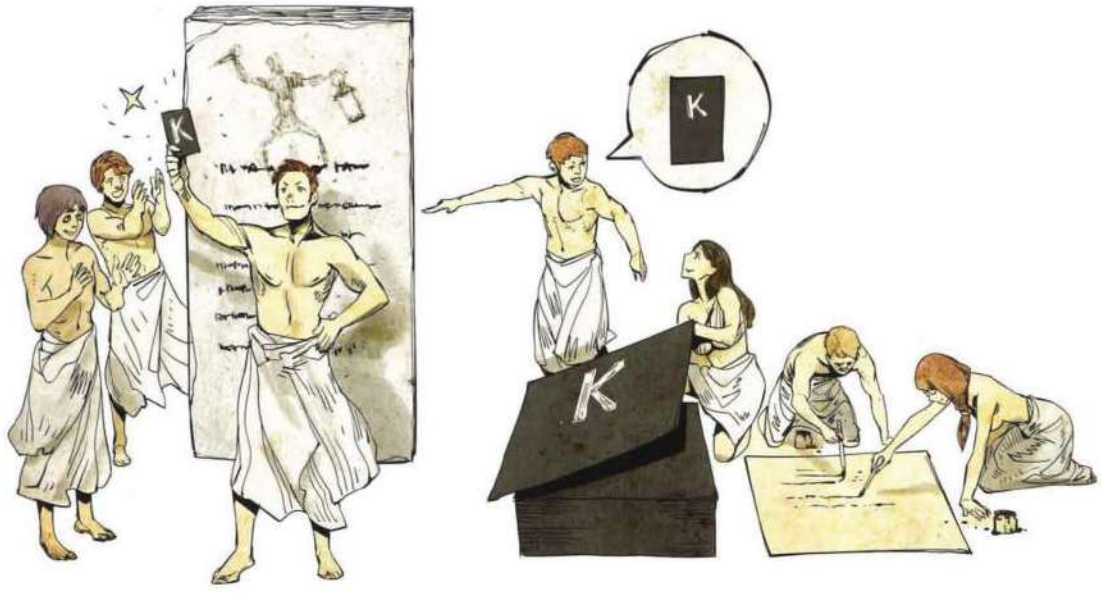
Survivors most often use their knowledge during showdowns. The rules on knowledges describe how and when to use them and any existing limits.

Knowledge with a Theory

Some knowledge begins as an inkling of an idea too hazy to have an affect. Survivors must make enough observations to replace this knowledge with the next rank to benefit from their careful observations.

Knowledge with Attributes

Some knowledges give survivors positive or negative attributes. Apply these effects to the survivor's attributes as long as they possess the knowledge. When this knowledge is removed or cannot be used, the attribute modifier no longer applies.



Knowledge Deck

The knowledge deck grows and shrinks as survivors obtain dizzying new heights of enlightenment.

Starting Knowledge Deck
During the prologue, you will build your initial Knowledge deck of four knowledge cards with the *starting* keyword.

The Gambler's Chest expansion contains four *starting* knowledge cards: **Darkness I**, **Despair I**, **Fear I**, **Hunger I**.

Gaining Knowledge

For arc survivors, the consequences of gaining knowledge are profound. They are uniquely capable of transmitting and preserving knowledge. When one survivor makes strides, the whole settlement benefits. These benefits endure beyond the lifetime of the survivor who uncovers them.

When a survivor gains knowledge, (e.g., Tenets, through their philosophy, as a result of observation at the Forum, etc.), they gain the highest level of that knowledge known in the settlement.

Check the Knowledge section of the arc settlement record sheet to confirm the highest level of this knowledge. The Knowledge section represents the sum of what is known in the settlement. If the survivor gained new knowledge from an observation or in game event, the whole settlement benefits from their discovery.

New Knowledge

If the knowledge gained is new to the settlement, record it in the appropriate place on the arc survivor record sheet. Also add its name and level to the Knowledge section on the arc settlement record sheet. Finally, add the card to the knowledge deck.

Existing Knowledge

When a survivor gains knowledge that is already known in the settlement, they gain the highest level any survivor has ever known. Check the Knowledge section of the campaigns Arc Settlement record sheet.

If a survivor gains a knowledge that has a higher level than the knowledge of the same name, known in the settlement, the lower level is now obsolete. The higher level knowledge card replaces the obsolete knowledge in the knowledge deck, archive the obsolete knowledge. Update the Knowledge section to reflect this progress.

If the survivor gained knowledge that is a lower level than what is already known in the settlement, they benefit from others' experience. They gain the highest level of that knowledge known in the settlement. Do not add the lower level knowledge back into the knowledge deck.

For example, Lucy advances Tenacity I to Tenacity II. However, Tenacity III is already known in the settlement. Lucy gains Tenacity III instead.

If the survivor gained knowledge that is the same level as one they already know, nothing happens.

Random Knowledge

When survivors gain random knowledge, shuffle the knowledge deck, and draw from the top.

Full Knowledge Slots

If a survivor has 3 knowledges and gains a new one, they may choose to replace any but their tenet knowledge. If they gained the knowledge by advancing to the next level they must gain it. Erase the knowledge and record the new one.

Tenet Knowledge

While a survivor has their philosophy, the philosophy's tenet knowledge is *permanent* and cannot be lost or removed for any reason. For everyone else in the settlement, this survivor's tenet knowledge is the same as other knowledges. It is in the knowledge deck unless it is obsolete.

It is possible for a survivor to already have the knowledge that becomes their tenet knowledge. When this happens, simply move all of its information (including observations) into the tenet knowledge slot.

Gaining Fighting Arts

Fighting arts are impulses that arc survivors do not have. Attempting to learn them puts their minds under immense stress. When fighting arts would be gained, arc survivors 🕮 **Vaultless** instead. Through this story arc survivors may gain fighting arts.

Arc survivors can possess one fighting art and one secret fighting art.

Losing Access to Knowledge

If arc survivors cannot use their fighting arts they also cannot use their knowledge (e.g., when an arc survivor suffers the Ruptured Muscle permanent injury). If they cannot use knowledges they cannot accumulate observations. This includes tenet knowledges. However, survivors are always beholden to their neurosis.

Knowledge Levels Up

Careful observation of experience accumulates until enough is gathered and knowledge evolves.

Players should keep their knowledges' observation conditions in mind. When they occur, fill the corresponding observation box on the arc survivor record sheet. When the last box is filled, the knowledge levels up. You must level up a knowledge when its observations are full. Immediately gain the effects of leveling up listed on the knowledge card.

In the chaos of existence, survivors may miss an opportunity for observation. Unless an observation is recorded at the moment it takes place, it is gone like so much ephemera. If a dangerous observation is missed, record it when you realize you missed it.

Knowledge at the Forum

After unlocking the Forum collective cognition milestone, survivors gather there to share knowledge. In the excited bustle of conversation and demonstration, ideas can be shared!

Arc Survivors Share Knowledge

During the setup of the settlement phase, shuffle the knowledge deck and draw three cards, placing them next to the Forum settlement location. These are the knowledges shared by survivors this lantern year.

During the Develop step, a survivor can select a knowledge card, pay its lumi cost, and gain it. Once gained, move the knowledge from the Forum back to the knowledge deck.

Survivors may spend lumi at the Forum to add more knowledge cards to the Forum.

As the collective cognition of the settlement improves, it unlocks other benefits of vigorous discourse.

In the spirit of collective cooperation, the lumi cost of some activities at the Forum can be paid by more than one survivor. Survivors may combine their lumi to jointly pay the cost of these activities.

COLLECTIVE COGNITION

Food is central in arc survivor settlements. Arc survivors live to enrich their diets, and in return, their well-nourished brains can collectively achieve new heights of power and sophistication.

This cultural growth is represented by collective cognition (CC). As the settlement reaches higher amounts of CC, they earn rewards.

Survivors acquire collective cognition by defeating a mix of challenging monsters. More challenging monsters proffer greater collective cognition.

Gaining CC from Quarry Monsters
Quarry monsters stalking the darkness offer a powerful incentive for hungry arc survivors. Older, tougher monsters are a feast for ravenous arc cells. If they defeat a monster, the victorious survivors return to the settlement with food and the potential for profound change.
Victorious survivors gain CC in the Aftermath of the showdown. Once the Aftermath is resolved, update the Settlement Victories section on the arc settlement record sheet. Next to the name of the defeated quarry, fill an unfilled box under its level. Update the total collective cognition above. If no box remains unfilled for that monster's level, the settlement gains no CC.

- Lv. 1 quarry monsters provide 1 CC the first time they are defeated.
- Lv. 2 quarry monsters provide 2 CC the first 2 times they are defeated.
- Lv. 3+ quarry monsters provide 3 CC the first 3 times they are defeated.

Gaining CC from Nemesis Monsters
Menacing forces invading the settlement do not provide the same kinds of enrichment. They contribute to the collective cognition (3 CC) only the first time each level is defeated. Defeating the same level nemesis multiple times generates no additional CC.

Legendary Monsters
Legendary monsters are singular existences that are not standard quarry monsters. The settlement gains 3 CC after defeating one.

Collective Cognition Rewards

When a settlement eats well, its collective cognition increases. This can add new cultural benefits for arc survivors, which are found on CC Reward cards.

CC Reward Cards

CC Reward cards are gained when the settlement reaches a specific amount of collective cognition.

The back of each CC Reward card has a number indicating the collective cognition needed to gain the card. The front of each card contains the rules for gaining the reward.

Pleasing Plating
Gain the Stone Plate innovation.
This lantern year, the survivors are presented with plated meals for the very first time! Departing survivors gain +1 survival.

№
White Lion Cuisine
Attain the Tactical Drag White Lion knowledge card. Nominate a survivor to gain it, then share it on the Forum with a lumi token. (If anyone gains it this lantern year, they will also gain +1 lumi.)

Quarry Monster CC Rewards
Quarry monster rewards have a collective cognition number corresponding to their node (Node 1 is 6, Node 2 is 16, Node 3 is 26, Node 4 is 36). The node represents the order these quarry monsters appear in the story of your campaign.

Create the CC Rewards Deck

Organize all CC Rewards cards according to the numbers on the backs, from lowest to the highest, so that the lowest number is on top of the deck, face down.

Include only the quarry monster reward cards for monsters in your campaign. Examine cards 6, 16, 26 and 36.
For the People of the Dream Keeper campaign, in-

clude the Crimson Crocodile, Smog Singers, Phoenix, and King. Set the other monster CC Rewards aside.

Unique CC Rewards
There can never be more than one card with the same collective cognition number in the deck. In cases where duplicates remain, choose one.

Record CC Rewards
Once your deck is complete, record the name of each CC Reward in the space provided on the arc settlement record sheet in numerical order.

Gaining CC Rewards

The settlement gains collective cognition rewards during the Check Milestones step of the settlement phase. Compare the collective cognition total to the top card of the CC Reward deck. The settlement gains any cards with numbers less than or equal to the settlement's collective cognition.

For each CC reward gained, follow the rules listed on the card and update the settlement accordingly. Find the reward listed in the Collective Cognition Rewards section of the arc settlement record sheet; fill in the box next to the reward and archive the CC Reward card.

Food Innovations

One reward of improving collective cognition is innovations of the preparation and culture of food. The only way to gain these innovations is through achieving higher collective cognition. When they reach the pinnacle of food innovation, **Supreme Cuisine**, they can endeavor to create meal gear.

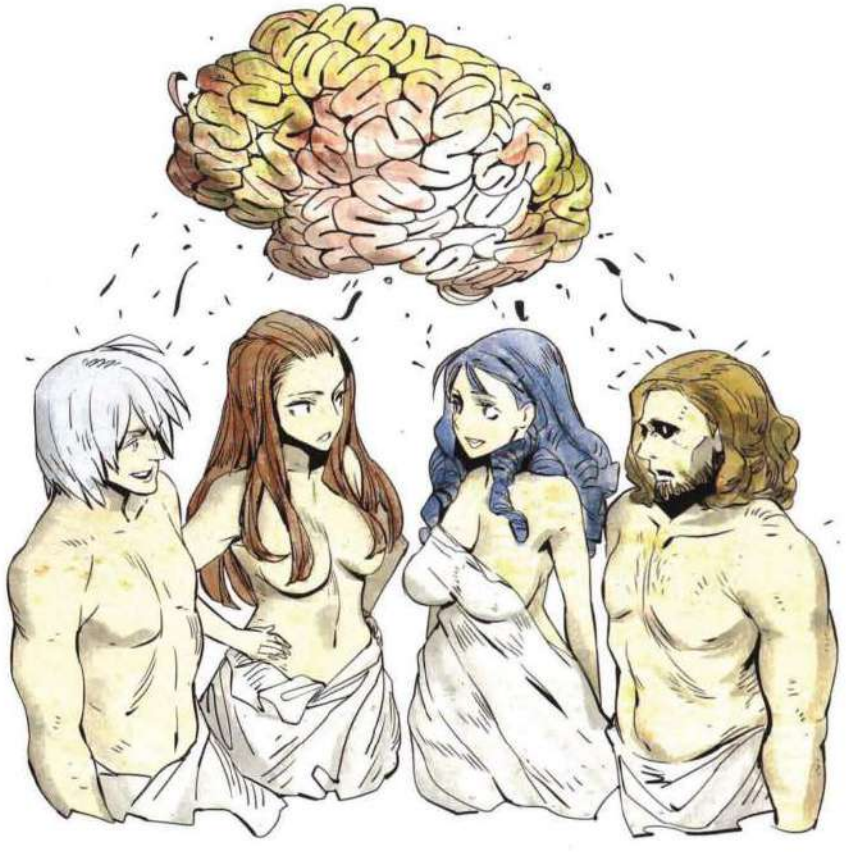
Butchery and Arc Survivor Weapon Proficiency

Arc survivors cannot select a weapon proficiency until they have gained the **Butchery** food innovation. Once earned, they may select their weapon proficiency when they depart for a hunt.

Meal Gear

Devouring quarries inspires the survivors to craft marvelous recipes. If the settlement has earned at least 10 CC from consuming a quarry, they may endeavor at **Supreme Cuisine** to craft that monster's meal.

Once a meal is crafted, it can be used by the settlement each lantern year. A survivor may place one meal in their gear grid, gaining the monster-inspired effects when they depart the settlement. A settlement may only have one of each meal gear at any time.



NARRATIVE SCULPTURES

Narrative sculptures are an embellishment to the story of *Kingdom Death: Monster*. Each one represents a pivotal moment in a campaign, teetering on the edge of greatness or calamity. These survivors are posed to tell the pinnacle of their story.

Whether it is in triumph or defeat, each narrative sculpture presented in the following pages depicts a unique character in a story from Kingdom Death.

How do these stories tie into your own? The sculptures' unique poses, gear, and bases serve as inspiration. Your survivors may have kindred stories. Use a narrative sculpture to represent a survivor with a parallel journey. Finding a place for them in your campaign is up to you.

Will you embolden these characters by bringing them onto the showdown board? Will you illustrate their personalities with paint? Will you kitbash with other Kingdom Death miniatures to create an original miniature?
The choice is yours.

AXERMAN FAMILY

Toys are replaced with tools of the trade. Like his parents and their parents before them, he swings his axe for honor and tradition.

+ The Axe character card.

SWORDMASTER OF DEADROCK

As Deadrock's clutch fighter, she always returned home drenched in blood. She met her end trying to steal a sword from a living statue.

+ The Sword character card

SCREAMING HOARDER

She snatched a seven-fingered hand; its palm lines spelled her fate. Dead. A dangerous treasure indeed.

+ The Hoarder character card

WHITE FANG

Her Twilight Sword held high, she roared in foolish defiance. It was the last sound she ever made, and it was beautiful.

+ The Fang character card

CURSED SPEAR

The settlement eagerly awaited his return. They were ready to defeat their former comrade and grant him rest.

+ The Spear character card

MURDERER

In death, victims change from living stains to glittering memories. He acts upon his desires without accountability, finally free.

+ The Mad character card

BOWMASTER OF DEADROCK

His only goal was to die with an empty quiver. He was successful.

+ The Bow character card

BRIGHT KNIVES

She fought like a whirlwind, her blades a thresher of death. It would be her final harvest.

+ The Bright Knives character card

LAST AXEMAN

His heart hardened long ago, knowing he would be the last to perish. As visions of a cruel death clouded his sight, he did the only thing he could and swung his mighty Bone Axe.

+ The Last Stand character card

TOUGH GUY

Reeking of Dried Acanthus, he always outlasted anyone in a fight. However, in the battle with age, he wasn't tough enough.

+ The Tough character card

SKULL EATER

He spoke generously of their sacrifice and dignity. In his quiet moments, picking fragments of their skulls from his teeth, he hungered only for their power.

+ The Hunger character card

CHAMPION OF THE GOBLIN

He knew he was destined for great things. As the settlement cheered, he ascended beyond the sky. Face-to-face with his patron god, in its gaze he found only death.

+ The Watched character card

CLEVER STRATEGIST

She believed the battleground had selected her as its champion. She led a score of successful hunts before it selected another.

+ The Clever character card

FATHER & SON

Always delighted to see each other.
A bond that ensured he would return home
from any trial, safe and sound.

+ The Parent character card

COCKROACH QUEEN

Her obsession with vermin brought about her
gruesome end: a sword beetle taking
permanent residence in her head.

+ The Queen character card

DARK EYE

Her keen eyes were many colors. A monster
hung them in its tree so they would sparkle in
the light of passing lanterns.

+ The Dark character card

HERB GATHERER

Tools in hand, she collects the mundane necessities, but nothing comes without risk.

+ The Gatherer character card

HONORABLE BERSERKER

He always met foes head-on, slamming his grand weapon into the face of an enemy. Unwavering faith in his fellow survivors tied his arms; he was unwilling to harm them as they jealously murdered him.

+ The Berserker character card

ROMANTIC ADVENTURER

They would all miss his quirky enthusiasm and signature adventuring hat.

+ The Adventurer character card

MAGMA MASOCHIST

A transcended masochist enjoyed burning the soles of her feet. Her brain was frozen in her skull by a jealous lover. Her plan was to eventually die in a blissful lava swim. Tragic.

+ The Magma character card

MAD & MIGHTY STRIKER

He would have been happy to know that his body shattered before his baton did.

+ The Mighty character card

LEYLINE WALKER

Instilled with the Story of the Invisible Hair, she attempted to cheat the Gambler's game and forfeited her life.

+ The Lithe character card

SHADOW STALKER

She thought she could outrun her shadow and was never seen again.

+ The Shadow character card

POPULAR GUY

A real attention-seeker, but soft-hearted. Tragically, he was unable to please everyone and left, never to be seen again.

+ The Bright Side character card

MURDER VICTIM

The settlement hides a dark secret, and survivors are paying the price.

+ The Dying character card

SPRINTER ARMOR

Swept up in the stampede's fervor, this survivor chased the Alpha Screaming Antelope into the darkness, bellowing until he was heard no longer.

+ Sprinter Armor Set Bonus Card

BEAST HUNTER ARMOR

So focused on her quarry, she didn't notice the statue behind her begin to move.

+ Beast Hunter Armor Set Bonus Card

IMITATION BUTCHER ARMOR

Pretending to be the Butcher, this survivor became lost in the role and channeled the hate into a terror that ravaged the settlement.

+ Imitation Butcher Armor Set Bonus Card

+ SE Ballad of the Butcher

CHARACTERS

Characters introduce new dimensions to the survivors living in the shadow of the mightiest settlements. Powerful progenitors have changed the very landscape, leaving traces that shape future settlements.

Characters explore unique quirks and idiosyncrasies that shape survivors beyond their blank slate.

Unlocking Characters

Characters are not available for immediate use. After players defeat the Godhand in a People of the Dream Keeper campaign, they unlock Characters for subsequent campaigns in the **Epilogue** story event.

Adding Characters

To add Characters to a new campaign, add 1 **Character** to your your game box. It is earned as a consequence of **Inner Lantern.**

Building the Character Deck

The Character deck represents the best and worst of your settlement. When your settlement innovates **Character,** create the character deck using character cards from your collection, including the narrative sculpture character cards added in this section:

- The deck must have a minimum of 24 cards.
- For every 1 impairment type card you may add up to 5 ability type cards to the deck.
- After constructing the the deck, you may add 1 legendary ability card.

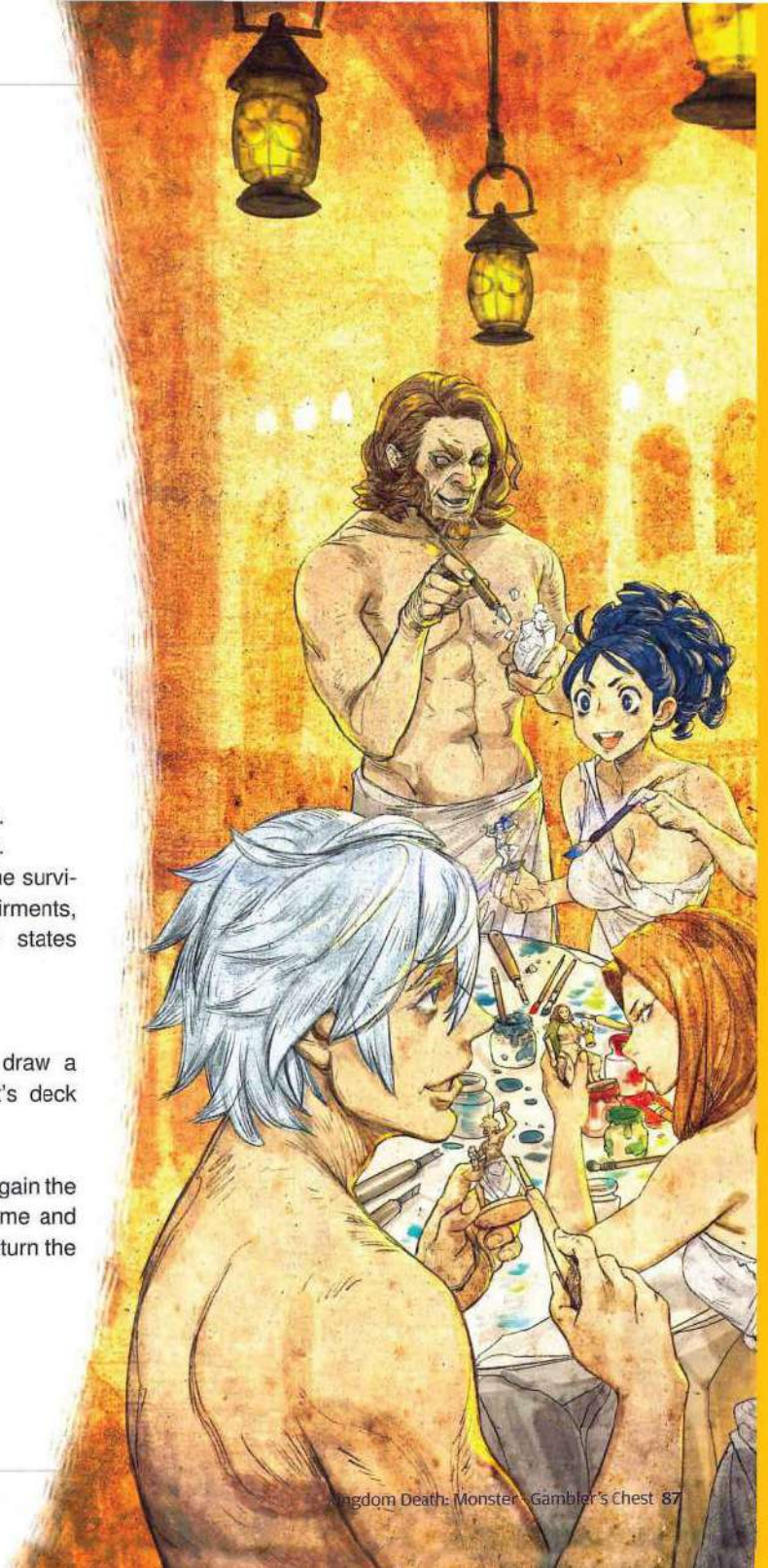
Character Cards

Name: The name of the abillity or impairment.
Type: Ability, impairment, or legendary ability.
Rules: The rules that immediately apply to the survivor. They can include existing abilities/impairments, attribute modifications, disorders, or new states unique to this character trait.

Gaining Character Cards

After the settlement innovates **Character**, draw a random character card from the settlement's deck whenever a survivor is named.

When a survivor draws a character card, they gain the listed ability or impairment, recording the name and rules on their character record sheet. Then return the character card to the deck.



ENCOUNTERS

Something is hunting the survivors as they hunt their quarry. Encounters with these foes take place during the hunt phase. Encounters can ruin or enrich a hunt. The Gambler's Chest expansion includes the Bone Eaters encounter monsters.

Encounter Monster Components

The following components are used for an encounter with the dangerous Bone Eaters:

- Encounter hunt event cards
- Initiative cards
- Opportunity deck (small)
- Counter deck (small)
- Critical wound deck (small)
- Encounter Showdown story event
- Reference card
- Encounter board
- Encounter monster miniatures
- Life dice

Adding Encounters

To add encounters to a new campaign, add each encounter's introduction story event to the indicated lantern year on the timeline of your settlement record sheet.

Current Campaign

To add encounters to a current campaign, add each encounter's introduction story event to the indicated lantern year on the timeline of your settlement record sheet. If this lantern year has passed, add it to the next lantern year.

Adding Bone Eaters

Add the introduction story event **Missing Statue** to lantern year 3 on the settlement's timeline.

Encounter hunt event cards replace basic hunt event cards, introducing the looming threat of an encounter showdown during the hunt.

Initiative cards determine the order in which the monsters act. Each initiative card is illustrated with a specific encounter monster.

Opportunity cards are small cards that add horrifying outcomes to encounter monster basic attacks.

Counter cards are small cards that describe counter maneuvers performed by monsters when they find an opening.

Critical wound cards are small cards that describe what happens when survivors inflict critical wounds on encounter monsters.

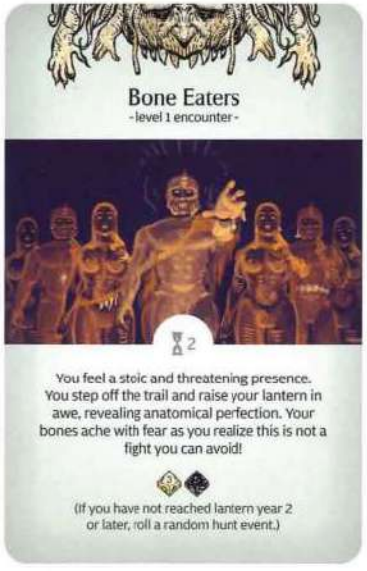
The **Encounter Showdown** story event lists the monsters' attributes and traits, encounter setup diagrams, and the outcomes of the encounter.

Reference cards list essential information that the monster controller uses to pummel the survivors.

The **encounter board** is a unique board on which encounter showdowns take place.

Life dice are used to track each monster's life total.

There are five **Bone Eater miniatures** in this expansion. Survivors will battle all of them at once.


Bone Eaters
- level 1 encounter -
2
You feel a stoic and threatening presence. You step off the trail and raise your lantern in awe, revealing anatomical perfection. Your bones ache with fear as you realize this is not a fight you can avoid!
(If you have not reached lantern year 2 or later, roll a random hunt event.)

Encounter Hunt Events

When the encounter monster introduction story event is triggered, an encounter hunt event card is introduced into the basic hunt event deck. From this moment, the threat of an encounter looms over every hunt.

Missing Statue replaces a basic hunt event with **Bone Eaters - Encounter Level 1** in the basic hunt event deck.

When the encounter hunt event is revealed, if the current lantern year is the same or later than the lantern year on the card, the encounter monsters challenge the survivors and the encounter showdown begins. If the lantern year on the card is in the settlement's future, the monsters are disinterested; roll a random hunt event instead.

Encounter Showdown

Encounters take place in the claustrophobic darkness of the hunt, somewhere between the settlement and the survivors' quarry.

Encounter Board Setup

Set up the small encounter board below the hunt board. Leave all hunt phase materials (e.g, hunt board, unrevealed hunt events) on the table.

Turn to the **Encounter Showdown** story event. Place the terrain, the monsters, and the survivors as specified by the encounter setup diagram for your encounter level.

Place life dice showing the starting life of each encounter monster in that monster's base.

Do not add terrain tiles beyond what is listed in the encounter setup (ignore the effects of Strategist, Bug Trap, etc.).

Set Up Encounter Cards

Encounter showdown story events list the monsters' attributes and traits for each encounter level.

Place any Ⓢ trait cards listed for your encounter level faceup in play alongside the encounter board.

Place the double-sided Basic Action / Reference card and initiative cards nearby. Shuffle the basic resource deck and set it facedown.

Shuffle each deck of opportunity, counter, and critical wound cards and set each nearby. These cards, along with Basic Actions and traits, determine the monsters' behaviors.

The Encounter

Encounters are showdowns and have the same round structure. The rules in this section highlight the differences between encounters and showdowns. If questions arise, consult the Showdown Phase section in the core game rulebook.

At the beginning of an encounter, survivors gain Arrival and "start of showdown" bonuses. Effects that directly refer to the showdown, such as "during the showdown" effects, are usable during an encounter. All showdowns are unique conflicts, so "once per showdown" effects may be used again during the showdown with the survivors' quarry.

Monster Turn

All encounter monsters act on the monster turn. At the start of the monster turn, the monster controller shuffles the initiative cards.

Initiative Cards

The order in which encounter monsters act is determined by initiative cards. The monster controller draws the top initiative card, activating the monster shown. This monster performs its Basic Action. Do this until all monsters have been activated and their turns resolved.

Encounter Monster Basic Action

Encounter monsters perform their Basic Action one at a time. As they do, they are always searching for an opportunity to get the upper hand. The monsters' Basic Action describes when such an opening occurs.

These opportunities are part of the Basic Action. They describe when the monster will draw an opportunity card. For example, Bone Eaters draw an opportunity card when they roll any **Perfect hits**.

Opportunity Cards

When a monster draws an opportunity card, perform it as you would any other card. These are always performed by the currently acting monster and use the target of the Basic Action unless otherwise stated. When an opportunity card is resolved, place it in a discard pile.

Opportunity Card Moods

Some opportunity cards are monster moods. These follow the same rules as showdown monster moods. Place them in play and apply their persistent rules for as long as the card remains in play. Opportunity moods affect all monsters unless otherwise stated.

Encounter Monsters Are Individual Monsters

Each encounter monster is its own entity. When rules state that a monster gains an attribute token, only that monster gains a token. Encounter monsters do not share fields of view or adjacency.

Movement & Collision

Encounter Monster Movement

When an action instructs an encounter monster to move towards a target, it takes the shortest path possible, moving around survivors, impassable terrain, and other monsters. If no path exists, move the monster as close as possible to its target.

Encounter monsters cannot voluntarily move through spaces occupied by survivors, impassable terrain, or other monsters.

If an encounter monster would occupy a space containing impassable terrain or another monster, place it in the nearest unoccupied space instead.

Encounter Monster Knockback

When an encounter monster suffers **knockback**, move it the indicated number of spaces away from the source of the knockback. If the monster would move into impassable terrain or another monster, stop its movement in the last unoccupied space before that object is reached (archive destructible terrain).

Knockback can move an encounter monster through a survivor. When it does, the survivor suffers **collision** at the end of the monster's movement. If the monster ends its knockback on a space occupied by a survivor, the survivor suffers **collision** and **knockback 5**.

Survivor Turn

Survivors can perform the same actions in an encounter that they perform in a showdown. Encounter monsters do not have hit location decks, but they may still suffer critical wounds.

Attacking Encounter Monsters
Survivors make attack rolls and determine the number of hits as normal.

Instead of drawing hit location cards for each hit, survivors make a wound attempt roll for each hit, one at a time. On a successful wound attempt, the encounter monster suffers a wound.

When a survivor attacks while multiple encounter monsters are in range, they must choose which encounter monster they are attacking. If an encounter monster moves out of range or dies mid-attack, cancel all remaining hits.

Check for Critical Wounds
Lantern 10s, luck, and other applicable rules may cause critical wounds as normal.

When the monster suffers a critical wound, draw and resolve a critical wound card. If a survivor kills a monster with a critical wound, they still draw and resolve a critical wound card. After resolving it, place the critical wound card in a discard pile.

Wounding Encounter Monsters
When the encounter monster suffers a wound, reduce the monster's life by 1 (track this using the life dice on the model's base). If the monster's Life reaches 0, it dies. Remove its miniature from the encounter board and archive its initiative card.

Counter Conditions and Counter Cards
Encounter monsters may counter the survivors' desperate assault. The counter conditions listed on the encounter monster reference card describe the moment this occurs.

When the counter conditions occur, the monster controller draws a counter card and resolves it. After a counter card is resolved, place it in a discard pile.

Survival Opportunities
Survivors have all the survival opportunities of a monster showdown: on the survivors' turn, during flows, after critical wounds, and when a monster is knocked down. The one exception is survival opportunities during reactions; without a hit location deck, these opportunities do not arise.

When an encounter monster draws an opportunity or counter card, there are no survival opportunities unless a flow is present.

End of the Encounter

At the end of the encounter, the survivors are either defeated or have reached a crossroads. Since the end of the encounter is not the end of the journey, there is no **Aftermath** step.

Defeat

If the hunting party has perished, they suffer defeat. Resolve the rules of defeat on the encounter showdown story event and end your hunt. Continue to the settlement phase.

Victory

When the survivors are victorious, they gain the listed benefits of victory and rewards. Once they have determined their rewards, they **Deliberate** their next steps. Survivors retain all tokens and damage accrued during the encounter. Instead of applying any **Aftermath** rules, they must make a choice:

Resume the hunt. The survivors press on into the darkness, resuming on the hunt board as though they had just resolved a long hunt event.

Return home. The settlement suffers. Place the survivors at **Starvation**. The hunt ends in failure.

Lower expectations. The survivors can elect to hunt a lower-level quarry. Do not adjust the survivors' or monster's positions on the hunt board. When the showdown begins, the survivors fight a monster one level lower than that of their original quarry. You cannot lower a monster's level to less than 1.

If an effect like Exhausted Lantern Hoard compels the survivors to hunt level 3+ monsters, they cannot choose to fight a monster below level 3.

Encounters Intensify

Once the encounter monster is defeated, remove the corresponding encounter hunt event card from the basic hunt event deck.

If possible, the threat intensifies. Add the next higher level encounter hunt event card to the deck. If none exists, the threat disappears back into the darkness.

Continue the Hunt

If the survivors choose to lower their expectations or resume the hunt, return the encounter materials to the game box. The hunt phase resumes.

PATTERNS

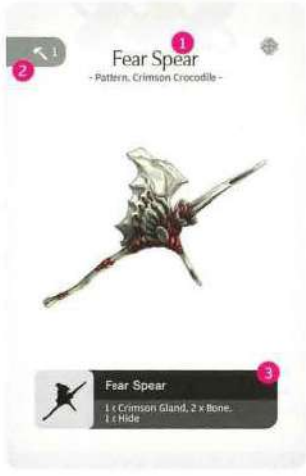
Patterns have a novel arrangement of resources that allows settlements to craft gear not found at settlement locations. When a moment of inspiration strikes, survivors gain a pattern card.

Add Patterns to Campaigns

Patterns can appear in any campaign. Their inclusion is based on the components that make up your campaign. Patterns are not optional.

Pattern Cards

Pattern cards show the settlement how to build a specific pattern gear.



1 **Name:** The name of the pattern and the corresponding pattern gear

2 **Crafting limit ↖:** The total quantity of this pattern gear that your settlement can have at any time

3 **Resource cost:** The resources you must spend to craft this pattern gear

Gaining Patterns

Survivors find inspiration everywhere, from an introspective moment to the sight of an overgrown monster organ. The game will instruct you to gain a pattern.

In the Gambler's Chest Expansion, patterns are gained by defeating high-level quarry monsters and exploring arc survivor philosophies.

Indomitable Resources

The Gambler's Chest Expansion quarry monsters have indomitable resources in addition to monster resources. They are rewarded to survivors who defeat level 3+ monsters. These monster parts are such outstanding specimens, they often inspire patterns.

Add Patterns to the Settlement

When you gain a pattern, take the corresponding pattern card from the pattern cards in your collection and move it to the settlement's pattern cards. List it in the Patterns section of the arc settlement record sheet.

During settlement setup, place all settlement patterns on the table.

Crafting Pattern Gear

During the Develop step of the settlement phase, you can craft any pattern gear as you would gear at a settlement location. Ensure you have the necessary resources on the pattern card, spend and archive those resources, and gain the corresponding pattern gear card.

Seed Patterns

Seed patterns are an optional component you can add to your campaign. Seed patterns come from an enigmatic font of ideas that continues to inspire new gear schematics.

The seed pattern rules described here are intended for play with the seed pattern cards in the Gambler's Chest expansion.

Negative Seed Patterns
Seed patterns are not new to the Gambler's Chest expansion. They appear with negative-numbered promo releases. Negative patterns are wild ideas that could arise in a survivor's head but may not find a comfortable place in a more serious campaign. Players should all agree if they want to add negative patterns to their campaign.

Adding Seed Patterns

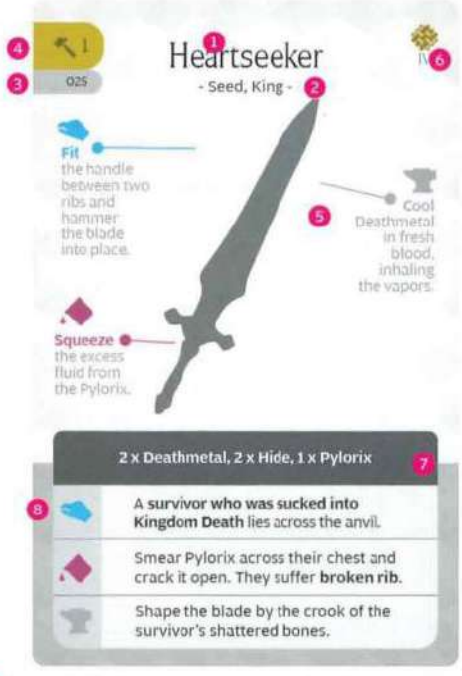
To add seed patterns to a campaign, you will need to add the **First survivor to reach 3+ understanding** settlement milestone to the settlement record sheet. This milestone triggers 🕮 **Designs and Dandelions**.

Current Campaign
If a survivor has already reached 3+ understanding, reach the new settlement milestone during the Check Milestones step of your next settlement phase.

People of the Dream Keeper Uses Seed Patterns
The Seed Pattern settlement milestone is already printed on the timeline for the People of the Dream Keeper campaign.

Seed Pattern Cards

Seed pattern cards allow survivors to craft perplexing gear. These gear often have bizarre crafting challenges.


Heartseeker
- Seed, King -
025
Fit the handle between two ribs and hammer the blade into place.
Cool Deathmetal in fresh blood, inhaling the vapors.
Squeeze the excess fluid from the Pylorix.
2 x Deathmetal, 2 x Hide, 1 x Pylorix
A survivor who was sucked into Kingdom Death lies across the anvil.
Smear Pylorix across their chest and crack it open. They suffer broken rib.
Shape the blade by the crook of the survivor's shattered bones.

❶ **Name:** The name of the seed pattern and the corresponding seed pattern gear

❷ **Keywords:** The keywords that determine which seed patterns belong in your campaign

❸ **Number:** A unique number to organize your seed pattern cards

❹ **Crafting limit** 🔨**:** The total quantity of this pattern gear that your settlement can have at any time

❺ **Diagram:** Shows an image of the pattern gear and its crafting process. For illustrative purposes only.

❻ **Era:** Eras are noted in roman numerals I – IV, corresponding to monster nodes 1 – 4. Craft this gear with resources from monsters in this or a later era.

❼ **Cost:** Lists the components that must be spent (archived) to craft this gear. These can be specific resource cards, resource types (constrained by the pattern's era), gear, vermin, etc.

❽ **Crafting Steps:** The steps required to fabricate this seed pattern gear. Icons next to each step appear in three colors that denote the type of step.

Gray steps are storytelling without rules.

Blue steps tell a story that includes a requirement (in **bold**) that must be met to craft this gear.

Purple steps describe outcomes of crafting this gear. Some outcomes are tragic consequences; others are unexpected boons.

Crafting steps have requirements (in **bold**) that must be met to craft seed pattern gear. In addition to resource costs, requirements are needed to craft this gear but are neither spent nor archived. These requirements are broad, ranging from gear and settlement locations, to survivors with specific attributes.

Creating the Seed Pattern Deck

Examine the keywords on all seed pattern cards to determine which seed patterns belong in your campaign. The seed pattern keywords will determine which cards to keep and which to set aside.

If your campaign has all the keywords listed on the card, keep the card. Keywords are often monsters or game components (e.g., White Lion, Scout, etc.). If any keyword is not in your campaign, your settlement cannot build the gear. Do not use that seed pattern.

Add Base Seed Patterns

Included in this expansion are many seed pattern cards that have only the *seed* keyword. These base seed patterns should all be added to the settlement's seed pattern deck.

Shuffle all the aforementioned cards together to create the settlement's seed pattern deck. Draw from this deck when instructed to gain a seed pattern.

Gaining Seed Patterns

When survivors gain a seed pattern, draw a random card from the settlement's seed pattern deck. Then add it to the earned settlement's seed pattern cards. Update the Seed Patterns list on the settlement record sheet. Use the provided deck dividers to organize your collection and current campaign.

The Drafting Table Innovation

The Drafting Table innovation alters the revelatory moment survivors experience when they reach 3+ understanding. Enhanced by the presence of the Drafting Table in the settlement, survivors are suddenly struck by transcendent inspiration.

Survivors may reach 3+ understanding at many moments in a lantern year. When they do, resolve any story events (such as **Insight**), then gain the benefits of Drafting Table (draw a seed pattern card).

Even if they are away, the sheer magnitude of this earthshaking revelation ripples instantly through the settlement. Add the seed pattern card to the settlement's seed pattern list when it is gained.

Crafting Seed Pattern Gear

The process of crafting seed pattern gear is inspired by wild dreams and otherworldly influences. It is often a bizarre and intricate journey. During the Develop step of the settlement phase, craft any seed pattern gear in your settlement by fulfilling all requirements of the seed pattern crafting process. Unless all elements of the crafting process can be completed, the gear cannot be crafted.

Spend the Cost

The components listed as part of a seed pattern's cost must be archived in the process of crafting that seed pattern gear. Unlike most gear, the cost of seed pattern gear is not limited to resources.

Specific Era Costs

If the cost includes resource types instead of a named resource card, these resources must come from a monster (not basic resources), and that monster must appear in the era of that seed pattern or later.

For example, an Itemsmith's Lens (Era II) costs 1 x Broken Lantern and 1 x Organ. The settlement spends a Broken Lantern basic resource and a resource with the organ type from their Node 2 quarry monster (Screaming Antelope, Spidicules, Flower Knight, Smog Singers, etc.).

Complete the Crafting Steps

The peculiar steps of crafting seed pattern gear are listed on the card. These steps have terms in bold that are requirements. They must be present in your settlement to complete steps but are not archived or removed from your settlement. These are varied and can include anything from gear keywords, survivors that have reached certain milestones or suffered in certain ways, and even story events that have been triggered. Required events will specify if they must occur this lantern year. If there is any uncertainty about met requirements, meet them again after the seed pattern is discovered to craft the gear.

Steps marked with a blue icon may tell the story of how requirements are used. Steps with a purple icon describe transformations that occur as a result of the crafting process. Update all survivors, gear, and items that change as you complete the crafting process of a seed pattern gear.

Gain Seed Pattern Gear

When the cost is spent and the crafting steps are completed, gain the seed pattern gear and return the card to the settlement's earned seed pattern cards.

SCOUTS

In past campaigns, the gruesome machinations of the world worked in the survivors' favor. Even if the hunting survivors were lost, their gear was inexorably returned to the settlement, carried by strange creatures that herald the survivors' demise.

The scout is an optional component that can be added to any campaign. Playing with scouts expands the simulation of survivors leaving the settlement without the security of their gear automatically returning.

If a scout is not present when the hunting survivors perish, all of the survivors' gear and resources are lost.

If a scout accompanied the hunting survivors when they perished, the scout must perform their grim duty and attempt to drag the settlement's valuables home.

Adding Scouts

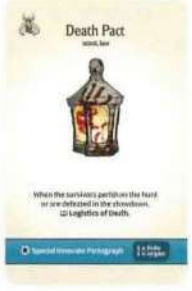
To add scouts to a campaign, add **Extinguished Guidepost** to lantern year 1 of the timeline on your settlement record sheet. Replace the **Pictograph** innovation with **Pictograph**. Do not add **Lamplighter** to the settlement event deck until explicitly instructed.

Current Campaign
The scout introduces significant changes to your settlement and gameplay. It is not recommended as a mid-campaign addition.

People of the Dream Keeper Uses Scouts
The scout's introductory story event is already printed on the settlement record sheet timeline.

Scout Components

In the somber wake of the prologue, the survivors know that monsters are relentless. Gathered at the extinguished guidepost, they make a promise. If they seek foes in the darkness, they must triumph or not return at all. Otherwise, monsters will follow the survivors back to decimate the settlement.



Death Pact

The **Death Pact** innovation represents this promise. When the survivors are defeated or lost on the hunt, perform **Logistics of Death**, which describes what happens to the scout and the settlement's belongings.

Pictograph

The settlement can special innovate **Pictograph** after they gain the **Death Pact** innovation. Using a symbology of their own making, the scout deepens the settlement's understanding of their most powerful foes.

Scout Hunt Events

When the settlement gains their first scout, their hunts change. The scout hunt event card replaces a basic hunt event card. When the card is revealed during the hunt, the survivors confront new hunt events found in the Scout Hunt Event table in this book.

Outskirts

A darkened lantern halberd juts from the ground at the settlement's edge. In its gloomy shadow, the scout makes their preparations at the outskirts of the settlement. The **Outskirts** settlement location is gained during **Extinguished Guidepost**.

At the **Outskirts**, the settlement can craft scout gear that can be carried only in the scout's gear grid. The settlement can also endeavor to collect **Hollow Stone** strange resources.

Scout Gear Grid

The scout carries a dreaded stinking roll so repulsive, the teeming darkness avoids it. When the scout finds themselves alone, they may use it to travel in questionable safety.

The scout uses a corresponding gear grid with only four free spaces; the remaining space is occupied by the burdensome Dreaded Pack.

Scout Keyword & Gear

The scout's gear grid is the only gear grid that may hold gear with the *scout* keyword. The scout gear grid may include any gear that is not **Cursed**, because the Dreaded Pack cannot abide a Cursed presence. If the scout gains **Cursed** gear during the hunt or the showdown, they may never again **depart** as a scout.

Hunting with a Scout

When survivors **depart**, they may nominate a survivor to wear the Dreaded Pack. This survivor is the scout for that lantern year. The scout departs alongside up to four hunting survivors and gains all departing survivor bonuses.

This often means that five survivors depart, rather than four. If the scout survives to return to the settlement, they contribute endeavors as normal, even if they are the only one alive.

Hunt Phase

The scout is part of the hunting party. They participate in and reveal hunt events just like other survivors. When an event affects all survivors, it affects the scout as well. The hunt event revealer takes charge of the scout.

Showdowns with a Scout

The scout is a survivor and participates in showdowns and encounters just like everyone else. They gain Arrival bonuses, gain 1 each act, and participate in the Aftermath.

The scout is placed last during Showdown/Encounter Setup. If there are no spaces remaining as indicated by Showdown Setup, place the scout in the closest unoccupied space to another survivor.

Each round, the monster controller takes charge of the scout. The scout is not any player's survivor and does not gain insanity bonuses when targeted by the monster controller.

Hiding During the Showdown

The Stone Face Cloak is scout gear that allows the scout to hide during the showdown. The scout's model is replaced by the **Hidden Face** terrain tile, which represents its camouflaged form. Its model waits on the corresponding terrain card.

While off the showdown board, scouts cannot be targeted by the monster or suffer effects that the monster performs on all survivors. The terrain card shows how to return to the board.

If another game rule prevents the scout from placing the **Hidden Face** terrain tile, they cannot hide.

The Scout's Dreaded Choice

If all other survivors perish, the scout has a choice: continue to fight, or end the showdown in Defeat and trigger **Logistics of Death**.

Logistics of Death

If the hunting survivors perish during the hunt or are defeated in the showdown, the settlement's death pact triggers **Logistics of Death**.

Before resolving **Logistics of Death**, resolve any hunt event outcomes and showdown defeat conditions.

Logistics of Death describes the morbid procedure the scout endures to return the settlement's belongings. There are different procedures if the survivors perished chasing a quarry than if facing a nemesis.

The Recovery Team describes the outcomes of defeat after a nemesis showdown at the settlement's edge. By keenly observing the carnage, the scout may mitigate the devestation left by a rampaging nemesis.

The Long Journey Home describes what happens when the survivors perish on the hunt or in a showdown with a quarry monster, depending on whether the scout survives.

If the scout dies along with the hunting survivors, the settlement's prospects are dire. Everything is **Lost to the Darkness**.

If the scout dies during the hunt or showdown but the showdown ends in Victory, the Dreaded Pack and the scout's gear are carried home by the remaining victorious survivors.

The Dreaded Pack Is Lost

If the scout and their gear are **Lost to the Darkness** during **Logistics of Death**, the settlement is in peril. Without the Dreaded Pack, the settlement cannot nominate a scout, recover the hunting party's belongings, or gain any other scouts benefits. A rare confluence of fortune may add another Dreaded Pack to the settlement, but it is unlikely.

Scout Discovery Card

Scout Discoveries

Scouts bear witness to the hunting survivors' truimphs. In the wake of difficult victories, the scout explores the battlefield with fresh eyes.

After the settlement innovates **Pictograph**, they may gain Scout Discoveries. The first time the survivors defeat a lvl 3+ quarry monster with a surviving scout, the scout gains that monster's Scout Discovery.

Resolve the victory conditions of the Aftermath, then the scout resolves the Scout Discovery.

If no Scout Discovery card exists for the defeated monster do not gain one.

Monster Tablet

Each Scout Discovery enables the scout to create a corresponding monster tablet gear. Scouts commit their in-depth insights in scout shorthand onto wearisome slabs. Then, the scout uses them to coach the hunting survivors.

Each tablet describes a useful maneuver that works only against that tablet's respective monster. The scout must be alive and carrying the tablet corresponding to the quarry at hand to use its effects.

Crimson Crocodile Tablet

WANDERERS

Wanderers are strangers who emerge from the darkness to call your settlement home. During their stay, they will share their story with the settlement.

A wanderer brings the artifacts of their previous life: new gear, disorders, fighting arts, and more. While they live in your settlement, they can use these to hunt and fight alongside the survivors.

Campaigns can have only one wanderer. Even after they leave the settlement or die, another will not appear.

Adding Wanderers to Your Campaign

Each wanderer has an accompanying book with rules, an introduction, and further content that tells their story throughout their stay.

Wanderers will join a campaign through an introduction story. The wanderer's rules specify when to add the introduction to your settlement's timeline.

Rules

When a wanderer joins the settlement, create a new survivor record sheet for them and increase your settlement's population. Use the starting attributes and details listed in the wanderer's rulebook.

Disposition ❤

Disposition is a wanderer trait that represents their feelings towards their adopted settlement. It can increase or decrease during the campaign and can be negative. Keep track of a wanderer's disposition on their survivor record sheet. A wanderer's disposition toward your settlement greatly influences the results of their story!

Outsider

Wanderers arrive with their own life experiences. They do not gain the benefits of being born in your settlement (e.g., principles, innovations applying to newborn survivors, etc).

In all other ways, while living in your settlement they are like any other survivor. They can **depart** (gaining departing survivor effects), gain Hunt XP, contribute and use endeavors, be nominated for story events, adhere to the settlement's survival limit, etc.

Wandering Arc Survivors

Wanderers can be arc survivors who join the campaigns of other survivors. Rules are included for a wanderer's life and development in different types of settlements.

If a wanderer is an arc survivor, they will have an accompanying philosophy unique to their outlook, as well as Hunt XP milestones that indicate when they **ponder** their philosophy, increasing its rank.

If wandering arc survivors join an arc survivor settlement, their knowledges are added to the settlement's knowledge deck as the wanderers gain them.

Arc survivors living outside arc settlements will not gain benefits of living with a Forum or other arc survivors. Instead, they will gain knowledge only through the course of their own philosophy.

Scout - Hunt Events

1 | Reconnaissance

The scout picks their way up a steep embankment. They spy their quarry out in the distance.

If the scout has 1+ accuracy, their keen eyes spot an advantage. Ichor flies feast on this enfeebled quarry's droppings. At the start of the showdown, reveal hit location cards and put the first persistent injury revealed in play, then shuffle the hit location deck.

Otherwise, the scout **investigates**. Roll 1d10.

1d10	**Scout - Investigate**, add +1 if the scout has Stone Face Cloak
1 - 3	You have alerted the quarry! Move the monster 1 space away on the hunt board.
4 - 8	Expert tracking. You may move the quarry 1 space towards the survivors.
9+	You find a shortcut to catch the quarry flat-footed! Skip the next hunt space. If this starts the showdown, the survivors **ambush** the monster.

2 | Warning

Breaking ahead, the scout approaches an outcropping. As they draw near, their blood runs cold as the heart-breaking scene becomes clear. A mass of mangled survivor bodies fused in horrifying configurations lie discarded in the scout's path. This is unbearable, the scout suffers 2 brain event damage.

The scout must choose to **divert** the group's path or **pass through** the grisly scene.

If they **divert**, roll a random hunt event.

If they **pass through**, all other survivors suffer 2 brain event damage and the scout gains a random disorder shouldering the weight of their collective trauma.

3 | Outrider

The scout outpaces the hunting party, reaching a field overgrown with rhythmically waving acanthus. As they step into the brambles, they discover the source of the steady movement. Ponderously chewing stone mouths assault their feet. Suffer 1 event damage to the legs hit location.

If the scout is wearing **Vermin Bellyboots**, the masticating maws spit with disgust and stop biting. Walking unmolested through the field, they find a forlorn object they recognize all too well. Gain SR **White Charcoal**.

If the scout has a dagger or a sickle, they are able to deftly cut some useful herbs during their escape. They gain SR **Fresh Acanthus**.

If the scout returns with anything, the hunting party showers them with praise. The scout beams with pride and gains the **Outrider** ability.

Outrider: You can see ahead. When you are the scout, you may add +2 to any roll result during a hunt event. Limit once per hunt phase.

4 | Missed Opportunity

The scout finds evidence of two intriguing possibilities diverging from their quarry's trail. If they veer into the gaping nostril of a nose-shaped cave, they may find a runt, negligible but easy to slaughter. If they climb down the lash-studded cliffs of stone eyes, they may track a powerful alpha creature, ripe with resources.

The scout excitedly lays out the hunting party's alternatives. The others grumble, resigned to face their fate against the quarry they had chosen. The scout stews, restless and embittered, while the others rest, preparing to continue on their inexorable task.

All survivors gain +2 survival from their moment of reprieve. The scout gains +1 understanding, learning to balance their ambitions with the needs of the settlement.

5 | Subterranean Route

The way ahead is blocked by an immense bone storm, but the scout finds a cave to shelter in. The survivors may choose to wait out the storm and roll a random hunt event.

Otherwise, the scout leads the others through a subterranean tunnel. Roll 1d10.

1d10	Scout
1	The path behind is suddenly crowded with bone maggots, wriggling over one another in their constructed exoskeletons. The tunnel walls quake as the mass surges forward. The survivors rush ahead, but the scout is hampered, struggling against their suddenly squirming pack. The hunting survivors barely glimpse the scout disappearing behind collapsing rock. Dead.
2 - 6	The survivors push through a narrow space in the tunnel. The walls are lined with conch-shaped ears that bristle with humming crystals. The noise and sharp edges are painful. Each survivor is scuffed and scratched and suffers 1 event damage to a random hit location. They also each suffer 1 brain event damage unless they are **hushed**.
7 - 8	The path leads to an opening teeming with bioluminescent fauna. Each survivor rolls 1d10. On a 7+, they gain a random vermin resource.
9 +	The survivors tumble out of the tunnel to find themselves in a luminous crystal cavern. They rest while the scout explores. ⚿ **Mineral Gathering.** The scout starts in the Crystal Lake and must roll. The hunting survivors stay back, each gaining +1 survival.

6 | Found Message

The scout discovers a message from another scout scratched into the curling lower lip of a giant stone face. It points to two branching paths, each leading to a monster with a distinct disposition: one a dominant specimen, the other a wounded outcast. The scout decides which to hunt.

Dominant Specimen: The monster starts the showdown with +1 damage token. If the survivors are victorious, each survivor draws 1 additional monster resource.

Wounded Outcast: At the start of the showdown, the monster suffers 2 wounds.

7 | Stirring Burden

The Dreaded Pack begins to stir. The scout tries in vain to keep it closed, but with every trudging step it wriggles farther from the folds of cloth, emitting a horrible stench. Each survivor gains +2 insanity.

The far-away quarry picks up the scent and instinctively retreats from the rancid presence. Move the quarry two spaces away from the survivors. At the start of the showdown, the monster gains -1 damage token.

8 | Strange Water

The survivors find an ancient stone reservoir. A small stream of cloudy water pours in from above and slowly drains through a hole at the bottom. The hunting party coerces the scout to test the water. The scout reluctantly **investigates** and rolls 1d10.

1d10	Scout - Investigate
1	The cistern is part of an ancient sewage system. Its walls are caked in well-fermented fecal matter. As you double over, dry-heaving, a putrid tentacle snatches you by the hair and pulls you through the aperture! You thrash and retch, fighting your way out. You emerge sallow and hairless, the light faded from your eyes. Gain the **Dead Inside** impairment.
2 - 4	Refreshing! You eagerly drink and encourage the others to do so. As you depart the resevoir, the hunting party is stricken with ravenous hunger. Each survivor archives all **consumable** gear.
5 - 9	You take a sip, then several big gulps. The water is delicious, but you spitefully omit this, loudly declaring the water sour and acrid. You gain survival up to the settlement's survival limit and heal all injury levels.
10 +	Delicious! You encourage the others to imbibe. All survivors gain survival up to the settlement's survival limit and heal all injury levels.

9 | Exhaustion

The journey stretches on monotonously, an occasional twitch reminds the scout of their burden. Their shoulders chafe, and their spirits sag.

If the scout has 2+ strength, they rush ahead, blazing a trail despite their burden. Skip the next hunt space on the board. If this movement starts the showdown, the survivors **ambush** the monster.

Otherwise, the scout is not strong enough to continue bearing this load. They switch gear grids with a random survivor. That survivor is unprepared for the Dreaded Pack's tormenting presence and gains a random disorder.

10 | Irresistible Temptation

In the mouth of a massive stone face, a glorious prize catches the eye of the scout: a shimmering blade from a long-forgotten settlement with smithing prowess beyond the scout's comprehension.

If the scout has 2+ speed, they grab it! Gain 1 **Oxidized Lantern Sword** exhausted lantern hoard gear.

Otherwise, the stone maw snaps shut, trapping the scout's greedy appendage! Roll 1d10.

1d10	Scout
1 - 2	The jaws snap closed around the scout's head. They struggle to escape, but it is futile. The survivors look on in horror as their companion's head is severed. The scout suffers the **head explosion** severe injury.
3 +	The ground-down teeth gnash on the scout's struggling limb. They suffer the **dismembered arm** severe injury.

Arc Survivor - Hunt Events

1 | Hunger Pangs

If the survivors have not passed **Overwhelming Darkness**, end this event and roll another random hunt event.

They wander through the dark to the sound of their growling stomachs, nearing complete exhaustion. In need of sustenance, the survivors see one another with new eyes. The event revealer rolls 1d10.

1d10	Event Revealer
1 - 2	Delirious and starving, the survivors give in to their most primal urges. Each survivor rolls 1d10. The lowest scoring survivor (roll off in case of a tie) becomes a straggler. The straggler is consumed, bones and all. This cuisine will be popular. If any survivor from this hunting party returns to the settlement, your death principle becomes **Cannibalize**. Add **Skull Eater** to the next lantern year on the timeline.
3 - 6	Cravings do not even begin to describe the emptiness in your stomach. Gain **Hunger** and lose 1 survival. If it is not currently in your knowledge deck, put it back in.
7+	The tension of this uneasy moment looms in the empty darkness. Stammering at first but gaining confidence, you fill the silence by reminiscing on your life with the others. Drawing their attention back to your shared goals and history eases the monstrous hunger. As the others join in your reverie, the danger dissipates. All survivors gain survival up to the settlement's survival limit and +2 lumi.

2 | Little Stones

The survivors reach a group of trees bearing fragrant fruits, the underbrush thick with vegetation. The abundance of nutrients is irresistible, and the group eats until they are beyond full. If the settlement's CC is 9+, the survivors continue their hunt with new vigor! Each gains survival up to the settlement's survival limit.

Otherwise, their bodies reject the complex flavors of the fruit they devoured. They develop incredibly painful kidney stones and wait to slowly pass them. Move the monster 1 space away from the survivors on the hunt board. When the stones finally pass, they are revealed to be tiny stone faces! Each survivor suffers 1 brain event damage and 1 event damage to the waist hit location.

3 | Wandering Watcher

The survivors notice a pulsing light on the horizon. They follow the dull hum that accompanies this glow. When they finally arrive, they find nothing but a large patch of soft, recently turned soil. They instinctively believe this place to be safe and decide to rest awhile. Their dreams are haunted by a strange figure floating through the shelter of their mind, brushing its papery cloak through every nook, searching surfaces in the green glow of its dragging lanterns. Each survivor rolls 1d10.

1d10	Each Survivor
1 - 2	A part of your mind is taken. Lose all observations from all your knowledges. If you had none to lose, the others find you lying in a puddle of your own brain matter. Dead.
3+	You have forgotten something important. Lose an observation from a knowledge of your choice.

4 | Ambition and Complacency

The survivors fixate on their future meal. The survivors' stomachs rumble as they anticipate the upcoming hunt. If the survivors' quarry will provide CC upon victory, the survivors savor their **Ambition**. Otherwise, they suffer from **Complacency**.

Ambition: Your belly burns with desire. You fixate on a future where you stand ready to carve and devour. These invigorating thoughts pulsate through your veins. All survivors gain +1 survival and +1 strength token.

Complacency: Your feet pulsate with a familiar nagging pain. Your inner lantern sinks as you consider the meager reward that awaits you. Repetition breeds fatigue. All survivors lose 1 survival and gain -1 speed token.

5 | Forum of Failure

The survivors spy a familiar shape in the distance, the Forum of a long-forgotten settlement. If the combined lumi of the hunting party is 10+, the event revealer approaches with curiosity and rolls 1d10.

Otherwise, their curiosity is overshadowed by fear. End this event and roll a random hunt event.

1d10	Event Revealer
1 - 5	As you struggle to decipher the meaning of the settlement's scholarship, you realize there is none. The buffoons that once lived here valued some stupid ideas. Yet, you cannot stop thinking about them. You must gain a random starting knowledge. If there are none in your settlement's knowledge deck, put the one you gained back into your knowledge deck.
6 +	Retracing the intellectual journey of the long-gone tribe leads you to foreign shores. Select a **Survivalism** knowledge not currently in your settlement's knowledge deck and gain it. Gain +5 insanity and +2 torment.

6 | Practical Philosophy

The hunting party reviews their remaining rations. They are shocked to find that some have eaten far more than others. They consider redistributing the rations evenly or perhaps giving more to the strongest or hungriest among them. Spirited debate erupts.

If there is a **Homicidalist** among them, they take drastic measures. They nominate another survivor. The Homicidalist kills them to make the rations stretch and gains an observation in their tenet knowledge.

If there is a **Gourmandist** among them, the issue is solved. With some clever padding and planning, the survivors are comfortably fed until they reach their quarry. All survivors gain survival up to the settlement's limit, and the settlement gains +1 CC.

Nominate two survivors with different philosophies. They may exchange one knowledge (erasing their knowledge and observation ranks, then gaining what the other survivor erased). If they do, the discussion draws in the entire hunting party. All survivors gain +1 lumi.

7 | A Foreign Feast

The survivors are enticed by a perplexing scene. Extravagance abandoned in the darkness. A long dais flanked by finely carved seats. Each seat faces a delicate arrangement of polished implements and a gleaming bell that glows with perceptible warmth.

If the settlement's CC is 16+ or any survivor is a **Gourmandist**, they recognize the feast laid out before them. The event revealer rolls 1d10 and adds +2 for each Gourmandist in the party.

Otherwise, the survivors foolishly bypass the bounty, warily continuing their journey with a mouthwatering aroma haunting their nostrils. All survivors gain +2 insanity.

1d10	Event Revealer
1 - 3	You unseal the domes and dive into the meal only to realize after the first bite that the fare is totally rotten. You all vomit in unison. All survivors lose half their survival, rounded up.
4 - 8	Beneath the domes are empty, ornate plates, caked with the remnants of a fine meal. Licking the surface, you taste depths of flavors your mind could not previously imagine. The settlement gains +1 CC.
9 +	Finally, some delicious food! The taste is perfect. Your belly roars with approval. You understand that this is a banquet for a civilization far greater than yours. Gain +2 CC.

8 | An Ambitionist, Optimist, and Faceist Walk Into A Stone-Face Plain

Passing through a stretch of smiling stone faces, the survivors find their voices echoing from the mouths of faces underfoot. It is impossible to communicate, as the survivors are constantly interrupted by their own voices, muddling the conversation. The survivors are exasperated trying to choose a path forward.

If the hunting party can nominate an **Ambitionist**, they wave everyone into silence with a contemptuous gesture. Measuring the length of echoes and their volume they expertly lead the survivors along their route. The survivors gain survival up to the settlement's limit, and the Ambitionist gains an observation in their tenet knowledge.

If the hunting party can nominate an **Optimist**, they cover their ears and eyes. Gallantly striding ahead without direction, they lead the survivors on a winding quest through a bloody wetland sprawling with scabby vegetation. The Optimist rolls three random hunt events and picks one to resolve before moving on the hunt board.

If the hunting party can nominate a **Faceist**, they welcome the garbled advice. Seeming to make sense of the cross-talk, they take charge. The Faceist gains survival up to the settlement's limit. The continued chatter of faces exhausts the rest. Non-Faceist survivors suffer ★ brain event damage.

If more than one of these apply, they argue relentlessly, waylaying the hunting party. The monster moves 1 space away on the hunt board.

If none apply, roll a random hunt event before moving on the hunt board.

9 | Blossoming Fields

The survivors descend into a narrow valley, carpeted with a riot of fleshy flowers. The blooms nod and bob lazily in the wind whipping through the fields. Suddenly taken with chill, the survivors start to crawl to avoid the full power of the wind. The event revealer rolls 1d10.

1d10	Event Revealer
1 - 3	Discomfort turns to rancor. They crawl on bruised and swollen knees, bickering. Their bitter words mingle with toxic pollen in the air. Downwind, their quarry is dusted in both pollen and the survivors' unique scent. The monster gains +1 accuracy token and moves 1 space towards the survivors on the hunt board. If this starts the showdown, the monster **ambushes** the survivors.
4 - 8	Low in the haze of purple pollen, the survivors become drowsy. Drooping off into shivering sleep, they breathe heavily of the strange pollen. All survivors with permanent torment gain -1 evasion and +1 movement tokens. All survivors with permanent systemic pressure gain -1 speed and +1 luck tokens.
9 +	The survivor with the highest torment stops to nurse their aches and pains. The blooms around them feast on their torment, their petals darkening as they consume. Set their torment to 0 and gain three -1 luck tokens. Feeling substantially lighter, the survivor hops to their feet, dizzy with giddiness. If none of the survivors have any permanent torment, they are compelled to devour the flowers as they pass. Each survivor who can **consume** gains +1 permanent torment and +3 luck tokens and must skip the next hunt to recover from this strange condition.

10 | Bug-Hunting Fiasco

Ahead, the sweet scent of decay fills the stilted air. Critters of all shapes slither in and out of the eyes, nostrils, and mouths of stone faces on the ground. If there are any **Verminists** in the group, they stop dead in their tracks and will not budge until they are satisfied. Roll 1d5 random hunt events. Verminists gain a random vermin resource after each event is resolved.

The others may abandon the implacable Verminist to their inevitable death to avoid the delay. If there is a **Collectivist** in the party, they will refuse this option.

A SONG FOR THE DARKNESS

The survivors sing and sing, and the monsters' song weaves through their melody in breathtaking harmony. Approaching from the gloom, another magnificent voice joins their song, its perfect pitch bending the darkness in waves.

The enormous voice shakes every fiber of the survivors beings. Their tiny minds flood with endorphins, bodies slackening with awe. They lose control of their bowels.

A titanic white whale crashes in front of the singing party. Smog clings to its grooved porcelain skin. With an earsplitting bellow, it opens its mouth wide, revealing a dazzling city deep within!

The survivors lay down their arms and shed their armor. They will not need them where they are going. The Smog Singers and survivors **Happily Enter**.

Happily Enter - roll 1d10

1 2 3 4

The Smog Singers help the survivors to their feet, babbling excitedly. In the bracing exhalations of the colossal whale, the Smog Singers' words are suddenly clear. Hand in hand, they all travel into the city of smog together, never to be seen again.

5 6 7 8 9

The Smog Singers lead the survivors to a giant fluted bell deep in the city. Encouraged by their new friends, the survivors strike the bell until the resonance increases. Dazzling lights shoot from the whale's spout! Add SE **Lights in the Sky** to the timeline next lantern year. The survivors are never seen again.

If the settlement has innovated **Song of the Brave**, the bittersweet notes of the settlement's song find their way into the harmony. Someone must stay to let them know. Proceed to the 10+ result.

The group decides someone must return to the settlement to spread the good news. Nominate a survivor to stay. They weep and beg in vain to join the others. The three-part melody leaves an indelible ache in their heart. They gain the **Songheart** ability.

Songheart: Reduce the cost of performing your Ballads by 1.

The Smog Singers thank the lone survivor, gifting them a **Smog Lantern** rare gear to light their way home. The remaining survivors and Smog Singers are never seen again. Remove the Smog Singers from the settlement's quarry list.

BEATING BACKWARDS

Your blood runs the wrong way, sucked in reverse. Your heart beats convulsively in defiance. Each heartbeat desperately draws the blood back through your veins, only for it to be pulled back into the Crimson Crocodile's mouth. You are unable to escape the monster's torturous grasp.

The fang pierces deeper, and your vision darkens, your slackened lids descending like a final curtain. The last thing you see is your reflection in the monster's spinning eyes. A weak, maddened grin spreads over your bloodless face. You **Change**.

Change - roll 1d10

1 2

You shrivel, reduced to a husk. The monster licks its lips, then spits you out. You are knocked down. Gain Hunt XP until you retire. The monster **heals** ★ wounds.

3 4 5 6

Your straining heart accelerates to an untenable hyper state, depriving the monster of the last few sips of your blood. The suction stops, and you take advantage, freeing yourself. Gain the **Death Count** survivor status card and [D] **Phobophobia**. If you already have **Death Count**, place a death count token on the card.

If the settlement innovated **Bloodletting**, you can feel the monster's heartbeat slow to match yours. Proceed to the 7+ result.

Your eyes spin, revealing a new aspect of perception. The other survivors' blood vessels glow a vibrant, mouthwatering red. You can see their quickened pulses flashing like an alarm.

A breathtaking pain deep in your chest spreads a warm flush through your body. Your heart now has a new chamber. Gain +3 insanity and [SF] **Aerial Transfusion**.

DEATH OF SONG

A melody from the darkness abruptly ends. The settlement's heart sinks.

A poacher emerges from the darkness, dragging the corpse of a monster. Their face is twisted with guilt. The poacher presents the mangled heap as a gift to the settlement.

The gathered survivors cannot help but gaze at the tortured face of the creature, their eyes welling with tears. Muffled sobs escape their throats.

You may now hunt the Smog Singers. Add them to the quarry list on the settlement record sheet.

The settlement **Confronts the Poacher**.

Confronts the Poacher - roll 1d10

1 2 3

Nominate a survivor. They see the corpse not as a monster but as a glimpse of tragic beauty. The handsome features of the dead monster are reduced to unthinkable indignity. Howling, the nominated survivor chokes the poacher to death. Unable to cope with their own brutality, they are never the same again.

The nominated survivor gains 3 random .

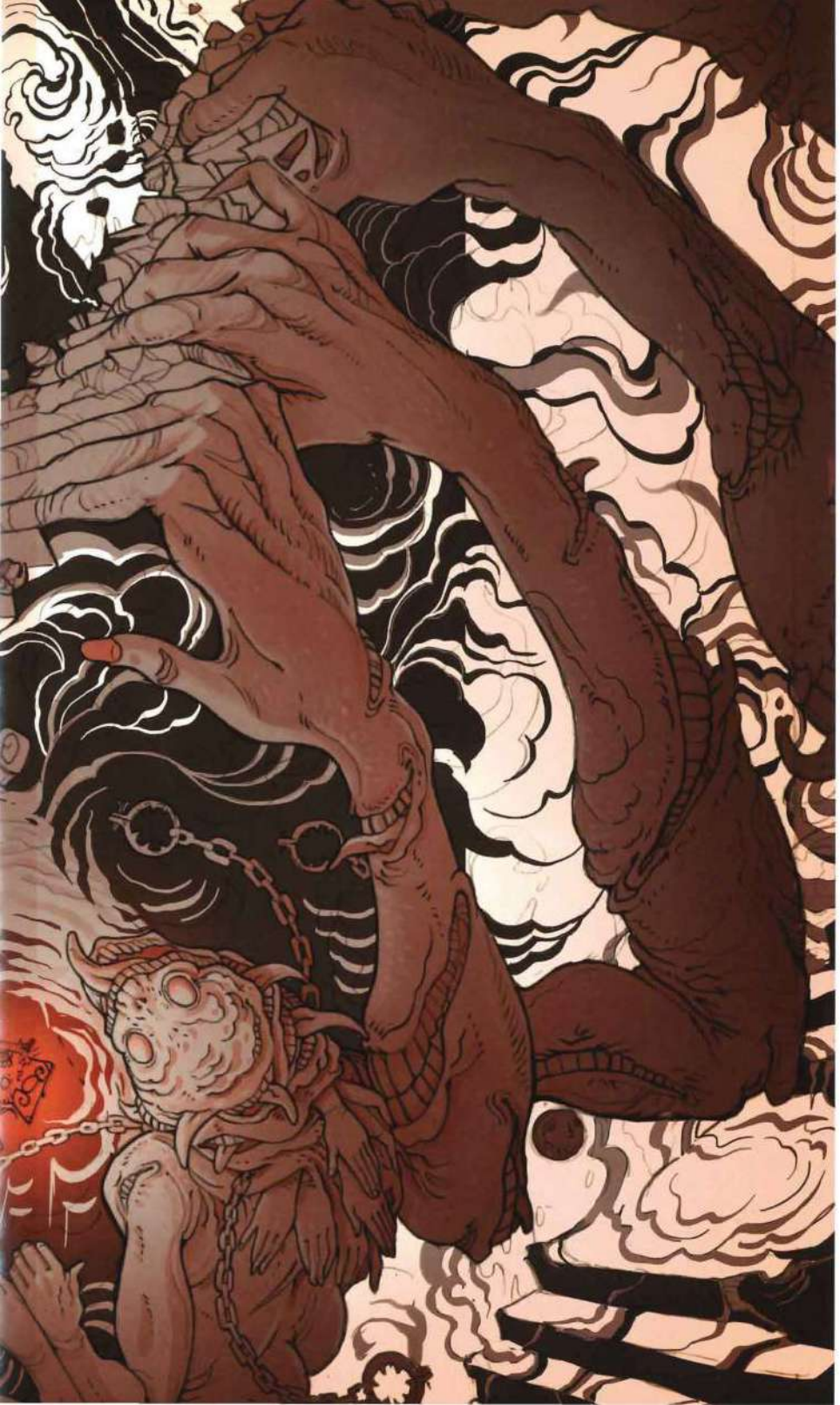
4 5 6 7

The settlement cannot bring themselves to trust the guilty stranger. The survivors drive the poacher away with hoarse cries of reproach, flinging loose stone face shards at their swiftly disappearing shape. They solemnly process the creature's sad corpse. Gain 2 random Smog Singers resources.

8+

The poacher drops to their hands and knees. Their agonized sobs rise above the hushed murmurs of the survivors.

Nominate a survivor. Inspired by the innocence of the creature's face, they gain +1 understanding. They take the poacher's bloodstained hand. Gain +1 population. The new survivor gains **Pacifist** and +3 insanity. They remorsefully gain 2 random Smog Singers resources.



DECOMPOSING LABYRINTH

The rotting remains of the King are filled with riches of deathmetal ready to be harvested. You face the gaping alien maw. The stench is overwhelming, the air unbreatheable. You take a final breath and hold it.

Nominate a survivor to **Enter the Labyrinth**.
If they have [SF] **Legendary Lungs**, add +2 to their roll result.

Enter the Labyrinth - roll 1d10

1 2 Something shifts under your feet! The uneven stairs are actually the long fingers of a grinning Decomposer. They grab you! Struggling in silence, you hear the impossible sound of snickering. Dead.

3 4 5 6 You begin descending a winding staircase only to find yourself ascending. You become increasingly dizzy and lost. You attempt to escape before you suffocate. **Prevail** and drop through an exit in the ceiling, or die. Gain [D] **Directional Dyslexia**.

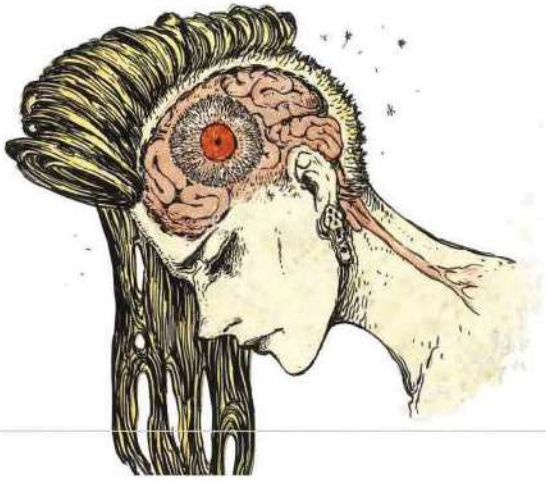
7 8 The corridor whirls around you, shrinking to a single point ahead. You vomit a little. Cracks rapidly spread through the creaking walls. You reach into a newly formed crack and gain 1 [SR] **Deathmetal**. The passage begins to crumble towards you. **Prevail** to escape, or lose your spoils and die.

9 10 You stop panicking, then you stop suffocating. You dive headfirst through a tight fissure in the floor, barely reaching a hunk of gleaming ore at the bottom. Gain the **Grounded** ability and 1 [SR] **Deathmetal**.

11+ You press through a thick miasma by tentative touch. Surfaces feel papery and weak in some places, burning hot and mushy in others. Suddenly you are grasping the handle of a cold metal door big enough to fit your arm. You reach through the doorway. Gain +1 courage and the **Regal Signet Ring** rare gear.

If you are already cursed by this ring, you discover a cache of 3 [SR] **Deathmetal**! If someone else is cursed, you find nothing.

DESIGNS & DANDELIONS



Create the Seed Pattern Deck for Your Campaign

Examine your seed pattern collection. Check each card's keywords, and keep all cards with keywords that appear in your campaign. Set aside any cards with keywords that do not appear in your campaign. Shuffle your settlement's seed pattern deck and place it in play.

The survivor dreams of a dandelion blooming with a single gleaming eye at its center. The flower withers into a silvery tufted ball, its downy soft seeds tickling the survivor's brain. The survivor sneezes, sending a vortex of floating seeds into the darkness over the settlement.

The disturbance rouses the survivor, who follows the dizzying path of seeds along the ground. Atop a mound of stone faces, the survivor finds a single seedling. Pulling it, they are surprised at the strength of its resistance. With a howl of triumph, they rip the seedling out. The stone-faced ground crumbles away, revealing a shocking mass of roots growing around a filthy object.

Gain the **Drafting Table** innovation.

The survivor clears the vegetation and examines the scabrous surface. With a bit of spare cloth, they **Meticulously Clean the Table**.

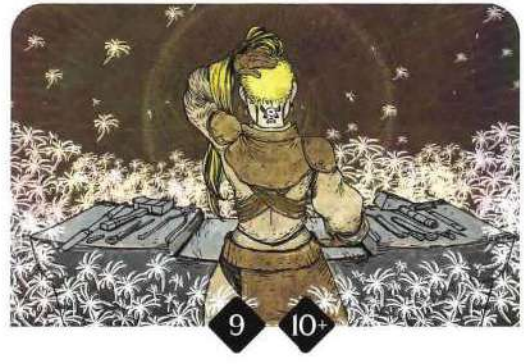
Meticulously Clean the Table - roll 1d10

1 2 3

Your determined scouring produces metallic fumes. Panting with exertion, you inhale deeply. Your nostrils burn, and your mind reels with intrusive thoughts that form no coherent substance. Lose 1 courage and suffer the **intracranial hemorrhage** severe head injury.

4 5 6 7 8

Flecks of dried blood rise into the air, turning the drifting seeds red as they dance, weightless, in the air. Distracted, you wonder at the sight. When you turn your attention back to the table, its purpose is suddenly clear. Gain a **Seed Pattern** card.



Every groove, edge, and intricate tool sparkles in the lantern light. The dazzling spark of creation is reflected in your gleaming eyes. A self-satisfied grin spreads over your face. Gain 2 **Seed Pattern** cards and the **Mark of the Cyclops Knight** ability:

Mark of the Cyclops Knight: When you craft a Seed Pattern, gain +1 strength and +1 Hunt XP. At 10+ Hunt XP, you leave the settlement.

DEVOUR THE WHITE LION

A monster appears from the darkness and devours the White Lion.

The starting survivors battle the Prologue Crimson Crocodile instead of the First Story White Lion.

Uneasy awakening: all survivors gain +1 insanity.

Level	Custom Deck List	Mov	Tgh	Spd	Dmg
1		6	6	-	-

(S) Immortal Presence (S) Enchanted Flesh (S) Adrenal Adept

Instinct: Finger Strum

The fingers on the monster's back move vigorously, and scores of startling pops sound from the arthritic knuckles. All non-deaf survivors suffer ★ brain damage.

Blind Spot

Crimson Crocodile

Level 1 - Prologue

Monster Setup

Create the AI Deck
- (B) 21,000 Newton Bite
- (B) Crimson Snap
- (B) Mocking Bite
- (B) Haunting Bite
- (B) Delighted
- (A) Vampire Bite
- (A) Whipping & Slamming
- (A) Hail of Fingers

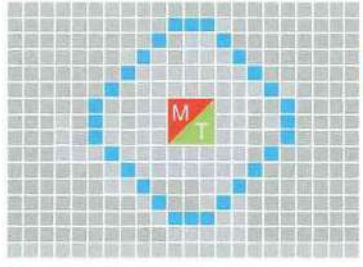
Set **21,000 Newton Bite** aside, shuffle the remaining cards, then place it on top of the deck.

Create the Coagulated HL Deck
The monster's **Enchanted Flesh** scabs as it is wounded. Follow the rules on Enchanted Flesh to set up this deck.

Create the HL Deck
Set **99 Finger Spine** aside, shuffle all other HL cards, then place it on top of the deck.

Place Monster Traits in Play
Place (S) **Immortal Presence**, (S) **Enchanted Flesh**, and (S) **Adrenal Adept** on the monster control panel.

Showdown Setup



Terrain & Deployment
- 1 Blood Pool terrain card, set up in the center of the board.
- 1 Survivor Corpse terrain card, set up normally.
- Place the monster in the center of the board.
- Place survivors 5 spaces away from the monster.

Aftermath

Victory
+1 Hunt XP
+ **Rewards**

Defeat
🕮 **Game Over**

Rewards

4 basic resources, 4 Crimson Crocodile resources, 1 White Lion resource.

Gain the **Crimson Crockery** settlement location.

DREAMLESS RESPITE

Nominate a survivor to gesture over the **roar of snores.**

Roar of Snores

The survivors approach a mass of dreaming bodies held aloft by a motionless giant. The snoring forms a dense roar that drowns all other sound. The nominated survivor's voice is swallowed by the din. The settlement gains the **Dreamless Language** innovation, but they find it ineffective for communicating around the sphere of snorers. They learn to communicate without sound. The settlement gains the **Silent Dialect** innovation. The nominated survivor gains +2 understanding.

Search the innovation cards for Dreamless Language and Silent Dialect. Place them in play, and record this on your arc settlement record sheet.

The survivors agree they must hunt to live. Add the prologue monster (Crimson Crocodile) to your quarry list.

Dreamless Language is the innovation that sparks the creation of the innovation deck.

Build the Innovation Deck now.

Build the Innovation Deck

The innovation deck represents the potential cultural and technological growth of your settlement. It will grow throughout the campaign as you gain new innovation cards.

Find the 6 innovation cards with *language consequences* listed under their title:

Ammonia, Drums, Hovel, Inner Lantern, Paint, and Symposium.

Shuffle these 6 cards to form your settlement's innovation deck. Place it face down in the designated space on the settlement board.

The innovation deck is persistent. Make sure to preserve the unique combination of cards in your deck between play sessions.

The settlement gathers around **The Giant Guardian**.

The Giant Guardian

Exhausted, the nominated survivor nestles in the overflowing robes of the encumbered creature. It remains still. Enthusiastically motioning for the others to join, the survivor names their settlement's guardian the Dream Keeper.

Search the settlement location cards for the **Keeper of Dreams** and place it face up in your play area. The Keeper of Dreams is the source of all innovations and further locations the settlement will develop.

Huddled in the Dream Keeper's robes, the sudden horror of existence is replaced by a spreading sense of calm. Under the droning thrum of snores and sighs they drift off into dreamless sleep. Remove any disorders.

The nominated survivor gains the **Grounded** ability.

Grounded: At any time, you may set your insanity to 0,1, or 2. Limit once per lantern year.

EMOTIONAL BREAKDOWN

Your atlas joint shifts, your skull cracks loudly, and a new sound rings in your ears.
You **Hear the Devil's Melody**.

Hear the Devil's Melody - Choose the result based on your number of guilt tokens.

0

You meet the monster's gaze without guilt. A tear swirling with glittering smog emerges from the corner of your eye. Gain +1 understanding. Limit once per showdown.

1 2 3

The melody descends like a searing curtain over your body, and your feet blaze into aching motion. Full move away from the monster and suffer ★ brain damage.

4 5 6

A guilt whipworm manifests the tune, jiggling your organs with increasing vigor. Shaken, you lose your balance. Suffer vibration damage equal to your guilt tokens and **bash**.

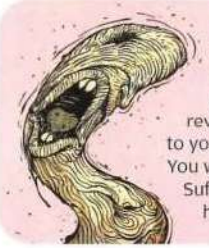
7 8 9

You look on in horror as your fingers transform into weeping Smog Singer heads. Their tears streak into the blood on your hands. Suffer ★ **hits** for damage equal to your guilt tokens. Roll 1d10. On a 8+, you eat the fingers on one hand. Suffer the **dismembered arm** severe injury and gain +1 survival. Remove all your guilt tokens.

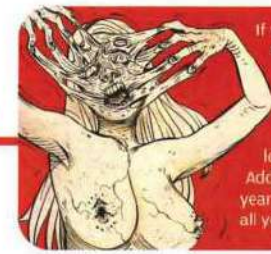
10+

You hear a remorseful refrain that turns the light of your inner lantern a bilious green. You clutch your chest to control the pounding beat. Suffer **hits** equal to your guilt tokens for ★+★ damage each and the **broken rib** severe body injury. Gain **Pacifist**, then remove all your guilt tokens.

If you are singing and the settlement has any music innovations, you are distracted by the top notes of the melody instead. Your cochlea recoils in disgust, forever deformed. Suffer the **deaf** severe head injury and stop singing.



If you are singing, your voice shakily joins the melody instead. Then a second voice rises in your throat. A guilt whipworm's piercing screech reverberates through your guts, rising to your scalp and producing burning pain. You watch your hair falling in clumps. Suffer ★ damage to your head and waist hit locations and stop singing.



If you are singing, the Smog Singer faces spread over your body, biting you relentlessly. The harrowing ordeal gives rise to malice. Suffer damage equal to your guilt tokens to a random hit location and gain 2 bleeding tokens. Add **Murder** to the timeline next year if it is not already there. Remove all your guilt tokens and stop singing.

13

If you have exactly 13 guilt tokens, your muscle memory is over-written by the melody etching into your mind. Suffer -1 accuracy and strength. If you have any lumi, gain **Devil's Melody**.

ENCOUNTER SHOWDOWN: BONE EATERS

Encounter Monster

Perfectly formed bodies bulging with muscle. Massive eyes capable of seeing in the darkness. A menacing gleam of stark white teeth set in a rictus grin.

Instinct: Attune

The Bone Eater tenses every muscle fiber in its body and emits a loud and pleasant note from deep within its throat. It becomes **Toned**.

Blind Spot

Level	Life	Mov	Tgh	Spd	Dmg	Acc	Eva	Luk
1	2	6	8	-	-	-	-	-
2	2	6	9	-	+1	-	-	-
3	2	7	11	-	+2	-	-	-
4	3	8	16	-	+3	-	+1	+1

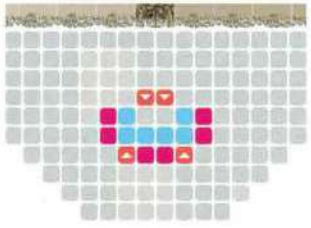
Level 2: Skull Surgeons

Level 3: Skull Surgeons

Level 4: Skull Surgeons, Preemptive Party

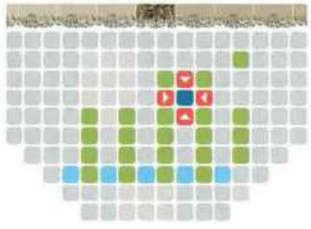
Encounter Showdown Setup

Level 1



Legend
- Survivors
- Bone Eaters
- Stone Columns

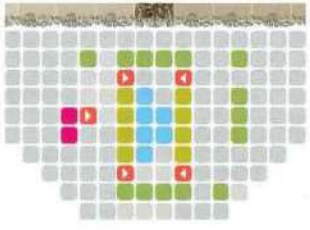
Level 2



Legend
- Survivors
- Champion
- Bone Eaters
- Stone Fingers

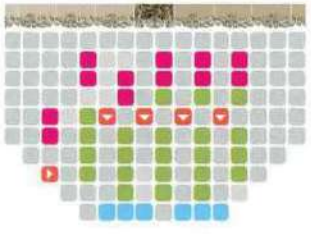
The champion is the survivor with the highest courage.

Level 3



Legend
- Survivors
- Bone Eaters
- Stone Fingers
- Toppled Pillars
- Stone Column

Level 4



Legend
- Survivors
- Bone Eaters
- Stone Fingers
- Stone Columns

Victory

+1 Hunt XP
+1 Weapon Proficiency (if eligible)
+ **Rewards**

Defeat

The Bone Eaters revel in their power. Archive all gear with the bone keyword. They expertly skin the survivors and use the pale scraps to bundle their bones. All that remains is a neat pile of organs and viscera. Redraw any bone resources gained from **Cannibalize**.

Rewards

The Bone Eater corpses petrify. Roll 1d10 for each Bone Eater defeated. On a 7+, the survivors manage to carve a random basic resource from its body.

On a 10+, a survivor pries a **Royal Scalpel** rare gear free from a dying Bone Eater in time before its petrified death grip makes it impossible. Limit once per campaign.

The group gains the following rewards:

Level	Reward
1	1 **Perfect Bone** basic resource.
2	**Shawl of Determination** rare gear.
3	A survivor gains the **Royal Decorations** rare gear and **Marrow Hunger** impairment.
4	**Bone Charm** rare gear.

Deliberate
Survivors may choose to resume the hunt, return home (suffer **Starvation**), or reduce the level of their quarry by 1 (all survivors lose 1 survival and suffer 1 brain damage).

Settlements with **Song of the Brave** cannot change the quarry's level or turn back. Instead, survivors gain +3 survival and continue on singing.

EXTINGUISHED GUIDEPOST

Just outside the settlement, they gather to form a deadly pact.

A death pact is formed: they will return with a kill or not at all.

Gain the **Death Pact** innovation and the **Outskirts** settlement location. Replace a random basic hunt event card with the Scout basic hunt event card.

An ill-omened stench spreads through the settlement. Following the smell, the survivors reach an extinguished guidepost. The foul wind moans through its darkened lamp. On the ground, the survivors find a waxy gray object. Its eye-watering smell prevents them from seeing it clearly. Gagging and weeping, they roll it in layers of cloth until its smell is merely repulsive. The survivors contrive a use for the dreaded pack.

Nominate a survivor to accompany the hunting survivors. The dreaded burden is lifted onto their shoulders. They are the **scout** this lantern year. They feel a **Grim Responsibility**.

Grim Responsibility

Gain the **Scout Gear Grid**, scouts must use it instead of a normal grid, then roll 1d10.

1 The survivors affixing the bundle for travel
2 are overcome by its raw stench. For just a
3 moment, the bundle slips, revealing its foul
4 contents to the scout. Their tears sizzle in their eyes, and their hair withers and falls to the ground. They exhale a final sigh of relief before losing consciousness. The scout suffers -1 accuracy and evasion.

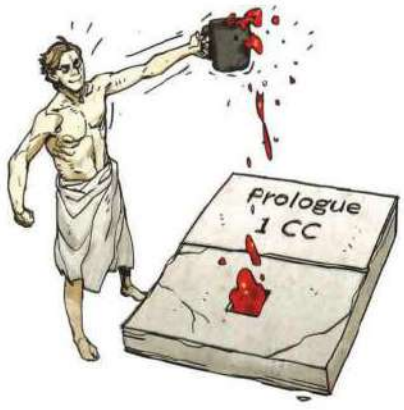
5 The scout's body adjusts to the weighty
6 burden. Even the smell seems to fade into the background. Without the bundle, the scout feels exposed. They gain **Anxiety**.

7 As the bundle settles on the scout's
8 back, it wriggles into place. The feeling is unpleasant. The scout gains +3 insanity.

9 The scout feels a new resolve and stands
10+ proud. They are the first to take up this mantle for the settlement! The scout gains +1 strength.

FIRST MEAL

Nominate a survivor to **Raise a Drink.**



Raise a Drink

The settlement gathers for their first meal. The nominated survivor raises their hands to mark the settlement's unity with a sanguine sip. Communal consumption benefits the arc survivors' collective cognition.

Build the collective cognition rewards deck, ordering the numbered cards with the lowest value on top. If duplicate numbers appear, use only one of each value. Include only CC monster reward cards for monsters in your campaign.

Collective cognition flourishes based on the variety and challenge of defeated monsters. When a monster is defeated, update the Settlement Victories section on the arc settlement record sheet to determine changes to collective cognition.

The survivors digest their feast. Gain 1 CC. Record this on the arc settlement record sheet. Collective cognition imparts its first reward. Gain the CC reward card marked with 1 on the back.

The nominated survivor begins a **Discourse.**

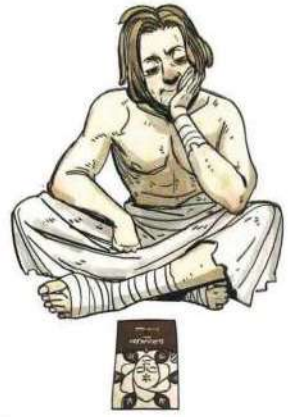
Discourse

The survivors examine the facets of existence through many lenses. Spirited debate erupts in the settlement as the survivors compare their viewpoints.

Build the philosophy deck. Take two random Tier 1 philosophy cards and the Core philosophy card (Dreamism), and set aside the Starting philosophy card (Survivalism). If there is no Core philosophy for your campaign, include an additional Tier 1 philosophy. Shuffle the cards and place **Survivalism** on top. Put the philosophy deck in play.

The survivors share frantic reenactments of their tactics. Build the starting knowledge deck: Find **Darkness I**, **Despair I**, **Fear I**, and **Hunger I**. If any of these advanced to a higher level during the prologue showdown, replace that card with the higher level achieved. Shuffle these cards and place the knowledge deck in play.

The nominated survivor gains a random knowledge from the deck. They focus and **Ponder the Darkness.**



Ponder the Darkness

With the sudden acceleration of culture, the nominated survivor sees the path unfolding before them. Surviving the darkness is paramount. They gain Hunt XP up to their first milestone (2 Hunt XP) and adopt a philosophy.

When arc survivors reach their first Hunt XP milestone (2 Hunt XP), they adopt a philosophy by drawing the top card from the philosophy deck.

The nominated survivor adopts **Survivalism**! Open the Survivalism philosophy book and follow the directions on the starting page. Use an arc survivor record sheet to record their Hunt XP milestones, neurosis, and **Tenacity**, a tenet knowledge they cannot lose or exchange. After recording, shuffle Tenacity into the knowledge deck. The nominated survivor reaches the first rank of Survivalism as their perception of the darkness is clarified. Turn to Rank 1 in, read it aloud, and resolve the rules.

During future settlement phases, survivors who reach new Hunt XP milestones will adopt philosophies and advance others during the Develop step.

GREAT DIVIDE

With a mighty swing, you pierce the monster's essence, cleaving it in twain.

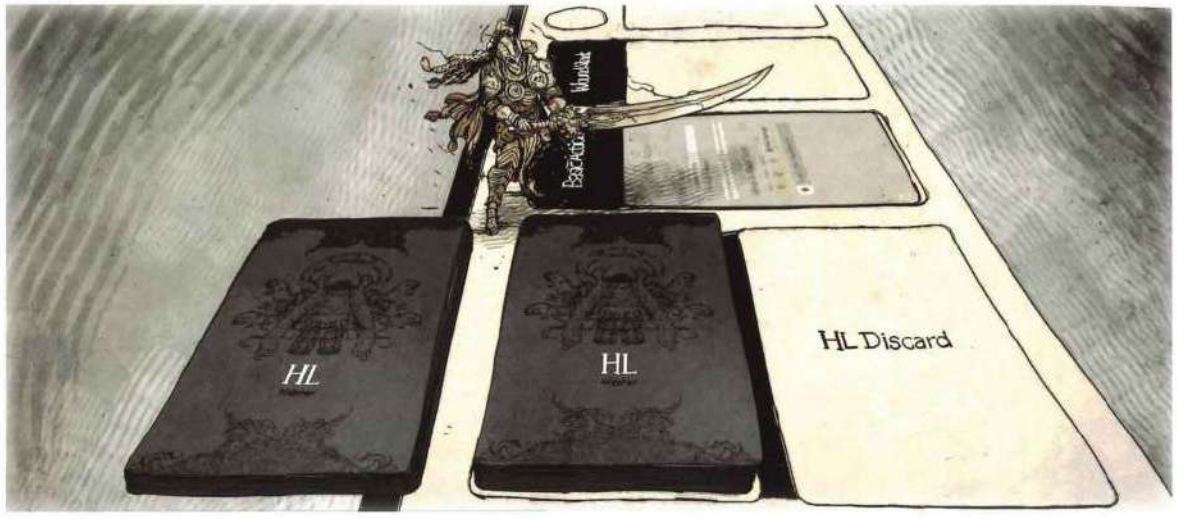
If the monster's hit location deck is not **Divided**, do so now. Otherwise, end this event.

Divided

Shuffle the monster's HL deck and discard pile together. Separate the deck into two decks, divided as evenly as possible.

Place the decks facedown and next to each other on the monster control panel, adjacent to the HL discard.

While there are two HL decks, play with **Divided Deck Rules**.



Divided Deck Rules

When a survivor hits a monster with divided decks, they choose one HL deck to draw from.

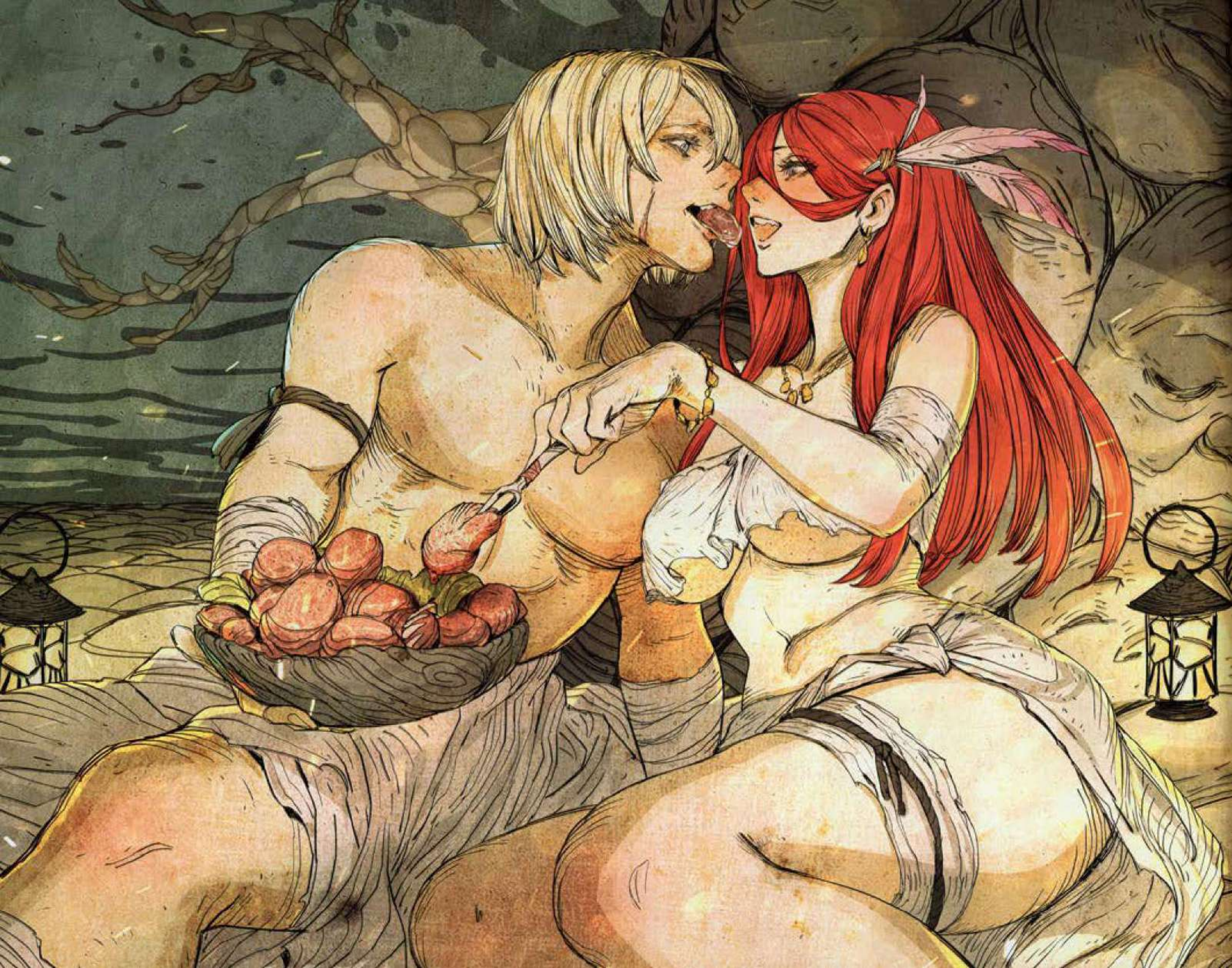
If a survivor uses an effect to manipulate the HL deck (Cat Eye Circlet, Wisdom Potion, etc.), they choose one deck to manipulate.

If the players are instructed to add a card to the HL deck, add the card to one of the two decks.

The HL discard is not divided. Discarded cards from both decks are placed in a single discard pile.

If one of the HL decks is empty, the deck is no longer divided. The monster's remaining deck is its only HL deck.

If instructed to shuffle a HL deck, shuffle both decks together. It is no longer divided.



INTIMACY

Nominate two consenting survivors to be parents and roll on the **Arc Birth** table below.

Well-Fed
If the survivors earned at least 1 CC this year, add +1 to the **Arc Birth** roll result.

Grand Feast
If the survivors earned at least 3 CC this year, the settlement has a **Grand Feast**!

If the settlement innovated **Bed**, the newborn gains +1 strength.

If the settlement innovated **Hovel**, their humble abode grants a sense of safety, allowing the children to flourish in the darkness. Both children gain +1 lumi.

Arc Birth - roll 1d10

1. The couple's efforts to bring life into this world are fruitless. Overcome with despair, they march into the oppressive darkness. The nominated survivors are dead.

2-3. The newborn dies shortly after birth. A random parent, now a broken husk, wanders into the darkness, never to be seen again. The other grieves the loss, gaining +1 lumi and a random disorder.

4-5. A newborn is brought kicking and screaming into the world. Gain +1 population. If the settlement has a **Grand Feast**, the newborn begins life with +1 lumi.

6-8. Gain +1 population. The parents decide to spend time alone with the newborn. None of them participate in any endeavors this year. The experience is wonderful, and the parents each gain +10 survival. If the settlement has a **Grand Feast**, the newborn's hunger shifts from food to knowledge! The newborn gains a knowledge from one of their parents.

9-11. A pair of healthy newborns! The parents beam with pride. Gain +2 population. If the settlement has a **Grand Feast**, the newborns eat, sleep, play, and learn together. Name the newborns immediately, then draw 5 knowledge cards. Each child gains a knowledge from among those cards (they cannot both gain the same knowledge).

12+. Gain +1 population. The proud parents happily curl around their newborn **Prodigy**.

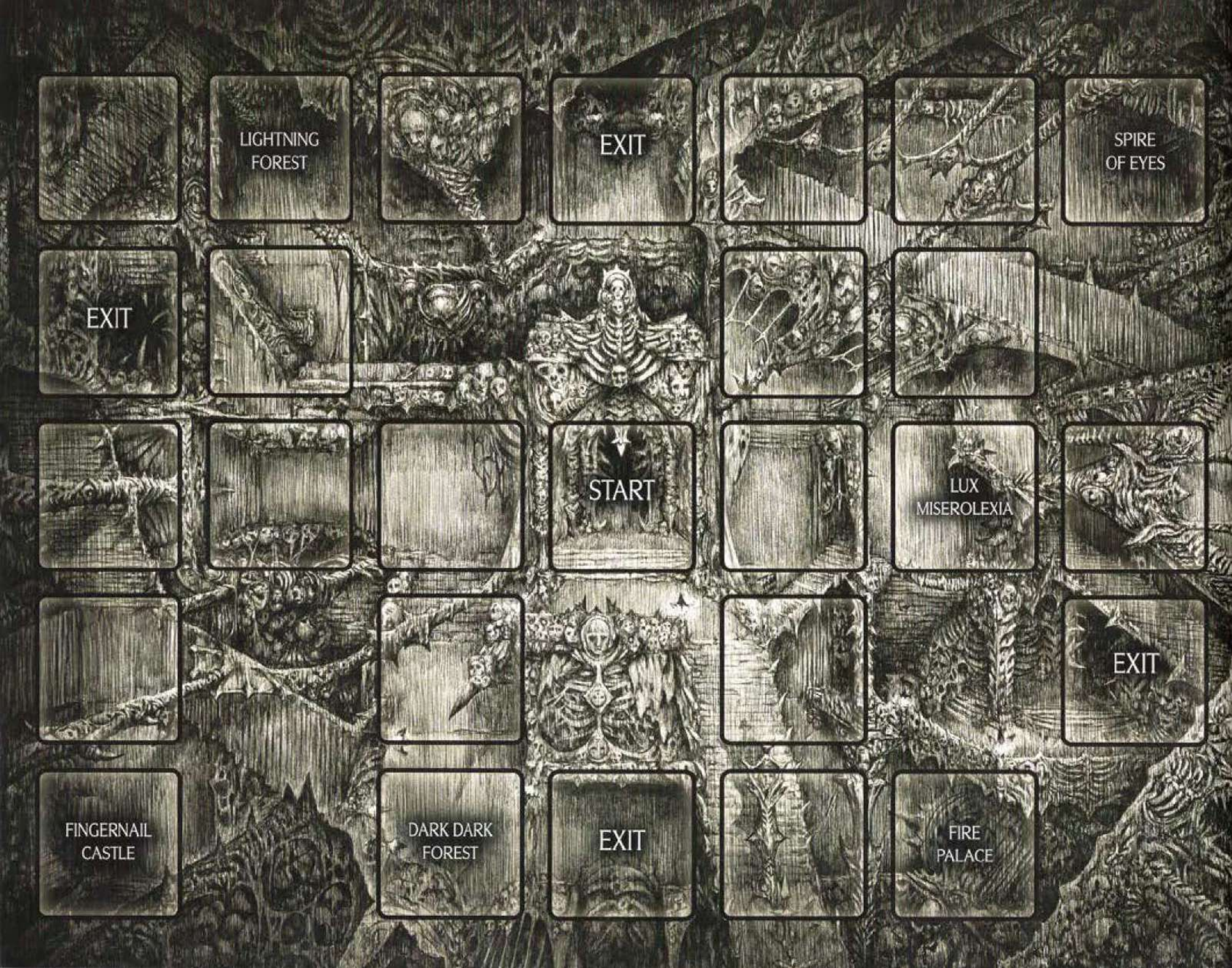
Prodigy

The child's eyes shine with a wild hunger for knowledge. Choose one of the following abilities for the newborn to gain:

Astute Psyche: When you make an observation about a knowledge, make two observations instead.

Discourse Savant: Whenever you roll on a table while ranking up your philosophy, you may choose your result instead of rolling.

Radiant Presence: When you are a **returning survivor**, gain +2 lumi.


LIGHTNING FOREST
EXIT
SPIRE OF EYES
EXIT
START
LUX MISEROLEXIA
EXIT
FINGERNAIL CASTLE
DARK DARK FOREST
EXIT
FIRE PALACE

KINGDOM DEATH

Place your survivor on the start space in Kingdom Death (or the nearest unoccupied space). When a survivor is in Kingdom Death, move all labyrinth tokens in play to their corresponding spaces on this story event. If any labyrinth tokens come into play while a survivor is in Kingdom Death, place that token on its corresponding space immediately. When the Trap is drawn, the monster's realm churns, and all survivors in Kingdom Death suffer ★ severe injuries. If this page is turned for any reason, all survivors in the labyrinth are lost forever.

At the beginning of your act, move up to three spaces. If you end on a labyrinth token, explore that location. Choose any option made available by the monster level. If you end on an exit space, place yourself on the showdown board adjacent to the King.

Explore the Dark Dark Forest - Choose One

Lvl 1+ Death is fertilized by life. You plunge your hands into the loam, allowing the soil to take from you. Gain any amount of Hunt XP. For every Hunt XP gained, discard 1 Death energy in play.

Lvl 2+ Roll 1d10, add your strength to your roll result:
1-3: A weak pull breaks a root. Gain the **Unclean Endroot**.
4-7: Hungry roots drain your vigor. Suffer -1 strength.
8+: This realm rejects your vitality. The gloom consumes you until you conform to it. Set your strength to 0.

Explore Lux Miserolexia - Choose One

Lvl 1+ You pick your way among the corpses littering the passageways of the vault. The walls are lined with tomes written by an intruder. Their collective presence sets your mind to dizzying confusion. If you are an arc survivor, a foreign inkling invades your brain; gain +6 lumi and +1 torment. Limit once per lifetime.

Lvl 2+ You descend to a door with a foreboding lock. If you are a not an arc survivor and you have 9+ understanding, you overcome caution and pry the doors apart, squeezing inside. Within, rows of books fall open on the floor. If the settlement has **Pictographs**, gain **Mind Palace**.

Explore the Lightning Forest - Choose One

Lvl 1+ You yank a frozen plasma branch from a sapling. The King shudders, discharging wild bolts of electricity. Discard all Creation energy in play. Survivors within 3 spaces of the King suffer ★ hits for 4 damage for each discarded energy.

Lvl 2+ You brush past a buzzing trunk, and close a surging circuit. You are bathed in lightning. Suffer 1d10 hits for 1d10 damage each. If you survive, you harness the power of creation and gain the **Child of Lightning** rare gear.

Explore the Fire Palace - Choose One

Lvl 1+ You approach a throne of flame. You sit, defiling the sovereign seat. Archive all flammable gear. Discard all Catabolism energy in play. Gain the **Catalyze** survivor status and +2 strength tokens for each energy discarded.

Lvl 2+ Roll 1d10, your roll result cannot be altered for any reason.
1-6: Irritated flames engulf the room. The King belches fire, you and all survivors in the King's facing suffer 5 damage. Archive flammable gear.
7+: You find a door adorned with tracings of flame. A key sits in the keyhole. You grasp the red-hot key, but it will not turn. You take it instead; gain **Master Key** and suffer 5 damage to the arms.

Explore the Fingernail Castle - Choose One

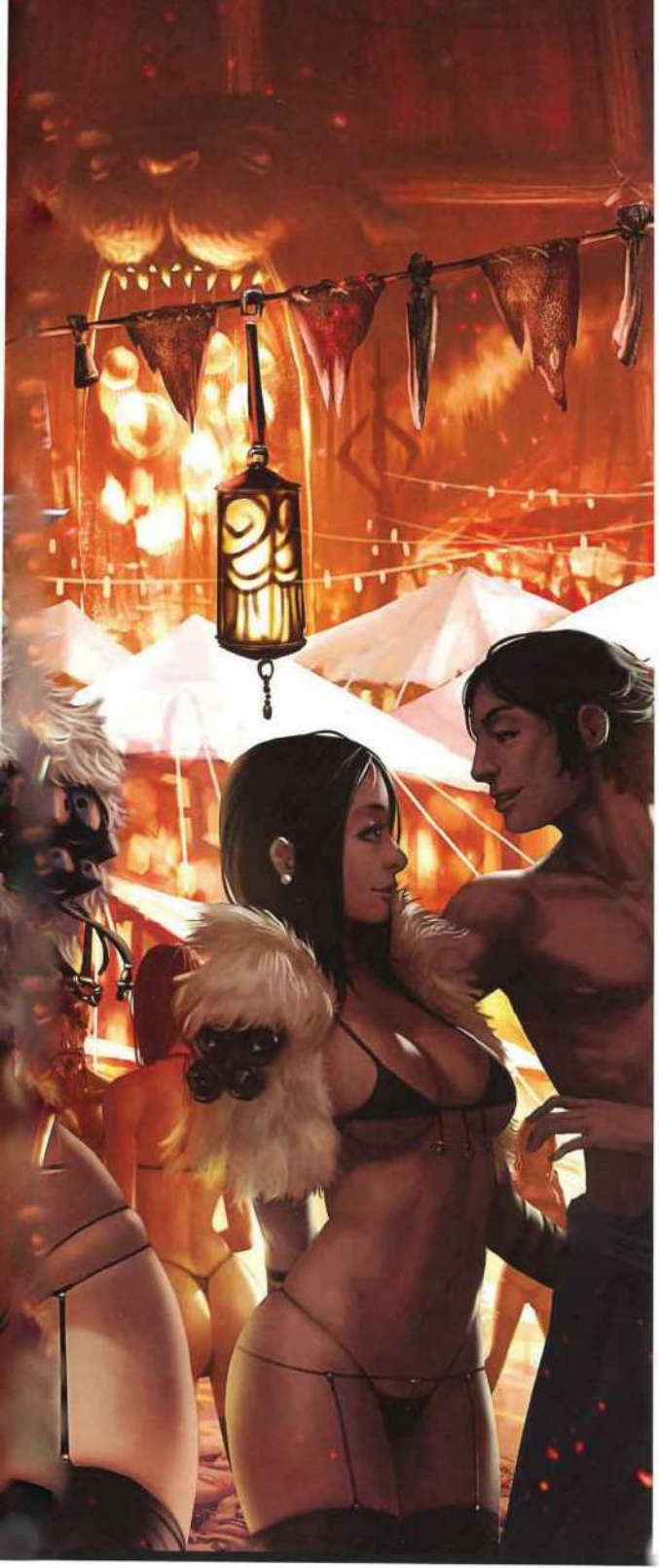
Lvl 1+ At the base of the castle, where fingernails have folded over themselves many times as the structure grew, you find a mineral created from the pressure. Gain **Deathmetal**. Limit once per showdown.

Lvl 2+ Roll 1d10, add +3 to your roll result if the monster is Level 3+.
1-5: The finger doors clasp closed as you approach. You find nothing.
6+: You find and strike the King's finger uvula. The monster doubles over as it vomits up an entire structure! The monster is knocked down. Gain the ▯▯▯ ▯▯? settlement location. Limit once per campaign.

Explore the Spire of Eyes - Choose One

Lvl 1+ As you ascend, the air thins until it is unbreathable. Your vision clouds with a multitude of sights. Shuffle the AI deck and discard. Arrange the deck in any order. Until the deck is shuffled again, any player may look at the cards. Limit once per showdown.

Lvl 2+ Roll 1d10, add your insanity to your roll result:
1-13: Dizzy, you reach to steady yourself on the wall. The last thing your eye sees is your own approaching hand. Suffer the **blind** severe head injury.
14-18: You follow the terrified gaze of a pair of weeping eyes to an unwatched alcove. Gain the **Dark Tower Ledger**.
19+: As you ascend, you shrink from the gaze of ever-increasing eyes until you are reduced to nothing under their scrutiny. Dead.



LANTERN FESTIVAL

Life and love are fleeting. The bedrock of the settlement is shattered. The survivors come together and decide to reject despair. Their laughter and light will shine in the darkness!

The survivors decorate the settlement and **Celebrate!** Then they **Rest.**

Celebrate! - roll 1d10, add +1 if the settlement has **Song of the Brave.**

◆1 ◆2

+3 Newborn Survivors
The settlement fills the emptiness with laughter and song. Nominate up to 4 survivors to remove a disorder of their choice.

◆3 ◆4 ◆5 ◆6

+6 Newborn Survivors
Nominate a survivor. Inspired by the revelry, they design a commemorative ensemble. Gain the **Lantern Festival Top**, **Lantern Festival Midi**, and **Lantern Festival Horn** rare gear. An invisible loose thread hangs from the garments borne of exuberant hope. The survivor feels its tug and gains the **Dark Calling** ability.

Dark Calling: Increase the range of your **Perfect hits** by 1. When you are a returning survivor, roll 1d10. If the result is less than or equal to your Hunt XP, you leave the settlement.

If the settlement has **Pottery**, they are distracted by other pursuits. Proceed to the 7+ result.

◆7+

+9 Newborn Survivors
The survivors brazenly sample the glowing fluid from a fading lantern. It is powerfully intoxicating. Gain the **Water of Life** innovation.

Nominate a survivor. Inebriation sparks creative design. Gain the **Lantern Festival Top**, **Lantern Festival Midi**, and **Lantern Festival Mask** rare gear. The survivor collapses, exhausted. Mirthful giggles follow them into their dreams. They skip the next hunt and remove all disorders.

Rest

With fears for the future set aside for the moment, the frail but hopeful settlement rests.
If the settlement is populated with **arc survivors**, they all gain +2 lumi.
Otherwise, draw 6 fighting arts and distribute them among your survivors.

LIMITLESS KING

Sound becomes force.

The King's presence blooms. The survivors are blown off their feet. They suffer **knockback 5** away from the monster.

The atmosphere is filled with detonations of light. The sound from these blasts rushes away, absorbed by the monster. At the center of this festival of death stands the unhindered King.

Put the **Unbound** trait into play.

The rules of reality have changed. In a moment of heightened awareness, the survivors can briefly contemplate the imminent threat.

Each survivor **Notices Danger**, one at a time.

If you are **hushed** or have the **King's Step** secret fighting art, you do not feel endangered by this new reality. Proceed to the 8, 9, 10+ result.

Notice Danger - roll 1d10

1. Beyond the King's clasped arms, you glimpse a realm of impossible proportions building itself outside space. You scream involuntarily. As the sound waves emerge from your throat, they transform, puncturing your soft palate. Suffer the **head explosion** severe injury.

2, 3, 4. You turn and run in a panic. Your heavy footfalls are explosive, shredding your feet. Your own panic cripples you. Suffer 5 damage to the legs hit location and **knockback 5** towards the farthest board edge.

5, 6, 7. A hissing cockroach scrambles onto your chest. As it attempts to emit a hissing challenge, it explodes. Suffer 5 brain damage and 3 damage to the body hit location as you are painted in hot roach.

8, 9, 10+. You clamp your mouth shut. Silence is survival. Mindful of each step and each breath, you are **hushed** for the remainder of the showdown. If you are already **hushed**, your quiet competence improves further. Gain +1 evasion. Limit once per lifetime.

Vocal Force

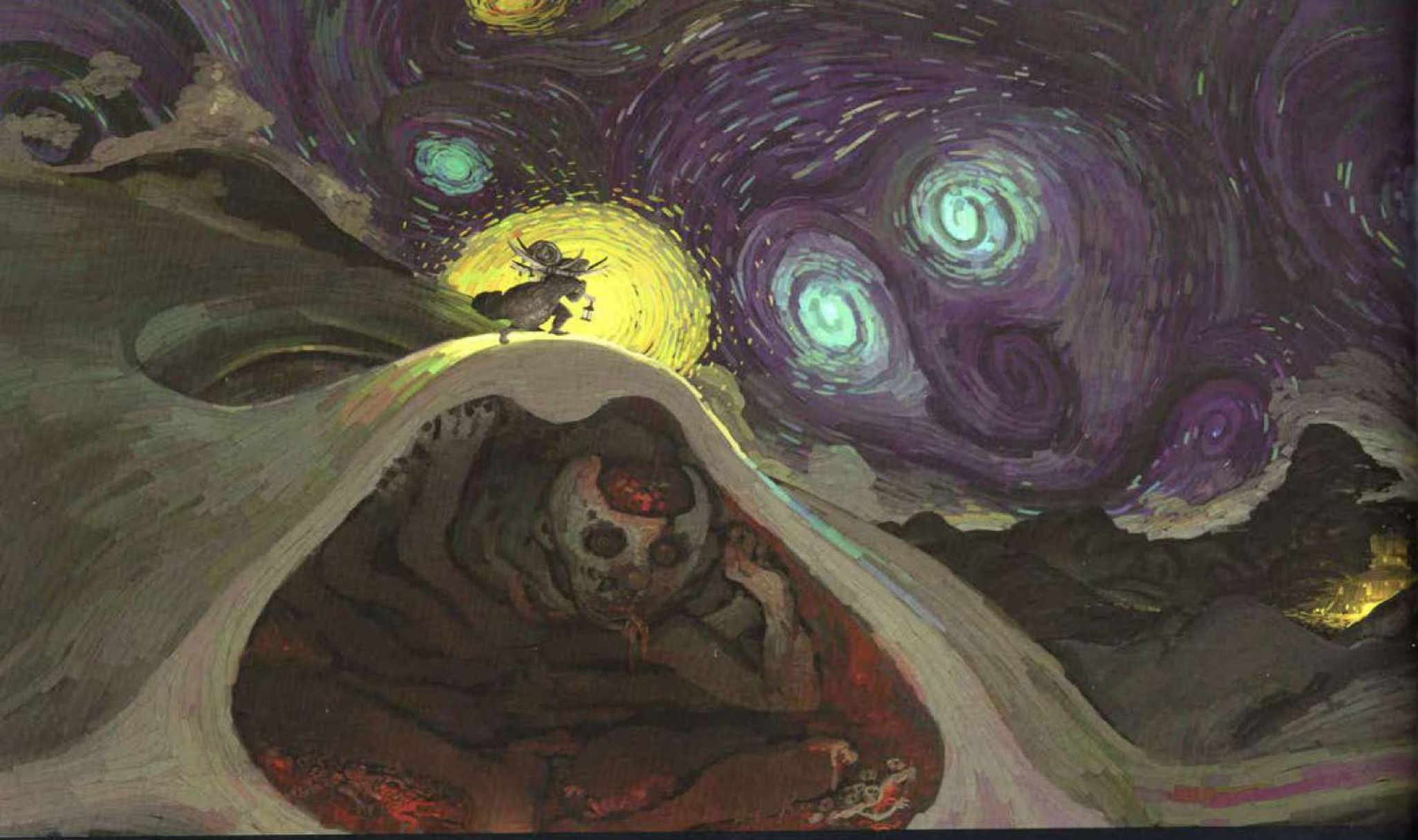
After a survivor performs **encourage** or a special rule that describes them roaring, yelling, or screaming, the sound of their own voice kills them. They suffer the **head explosion** severe injury.

Impact Force

When a survivor is knocked down, or after a survivor suffers **knockback**, the sound of their impact is converted to force. They suffer 3 damage to a random hit location.

Instrument Force

All instruments gain the following action: Spend ⚡ to attack with bursting illuminations. All survivors within 5 spaces, including you, suffer 3 damage to 3 random hit locations. All monsters within 5 spaces of you are automatically hit 3 times. Each wound attempt for this attack gains +4d10 strength.



LOGISTICS OF DEATH

The survivors are defeated. Wearing the settlement's most cunning weapons and armor, the corpses clutch their hard-won possessions. Action must be taken before it is all lost to the darkness forever.

Their quarry unbeaten, the scout prepares for **The Long Journey Home.**

If the survivors were defeated by a nemesis monster rather than a quarry monster, a **Recovery Team** picks over the remains in the outskirts of the settlement.

The settlement cannot recover something that was archived during the hunt or showdown.

The scout scurries at the edge of the battle, hiding bodies and gear as they fall. Afterward, if the scout survived the nemesis, they lead the recovery team to each cache, the settlement recovers everything.

Recovery Team - roll 1d10

1 2 3 Complete obliteration. Archive all gear and resources; there are no bodies to recover. In addition, if the survivors failed to **half kill** the monster, it rampages through the settlement. Archive 2d10 random pieces of gear.

4 5 6 A gory melange awaits the settlement. Choose 2 dead survivors and recover their corpses and belongings. If the scout departed and met a bitter end, their body and belongings are also recovered. Archive the rest.

Utter disdain or smug display, the monster leaves the bodies and their gear intact. The settlement recovers everything.

The Long Journey Home - roll 1d10. If the scout is dead or there is no scout, then everything is **Lost to the Darkness**.

1 The monster lazes atop the fallen. The scout is forced to wait for it to move on. Wracked with hunger pangs, they have only the noxious fumes from their stinking pack to sustain them. When they finally get back to the settlement, the scout collapses, suffering the **destroyed back** severe body injury and -1 evasion from their damaged sense of smell. The determined scout returns all bodies and gear, except for anything consumable, which they ate to avoid starving.

2 3 While breaking camp, the scout is overcome with curiosity. Peeling back the cloth of their noxious burden reveals a bloated, waxy appendage topped with a chipped yet hardened plate. Disturbed, they cover it quickly. As they carry on, the scout finds one eye drifting uneasily in the pack's direction, always. They suffer -2 accuracy. The preoccupied scout recovers all bodies and gear.

4 5 The scout's glassy eyes replay the horrors they witnessed. This ghastly role takes its toll. They gain a random disorder and permanently fill their brain injury box. They recover all bodies and gear.

6 7 As they trudge uphill, the scout feels a mighty knocking from the ground beneath their feet. It resonates, traveling from the scout's soles to their suddenly terrified brain. They suffer 1d10 brain event damage. If they now have 0 insanity, they also gain a random disorder. The shaken scout recovers all bodies and gear.

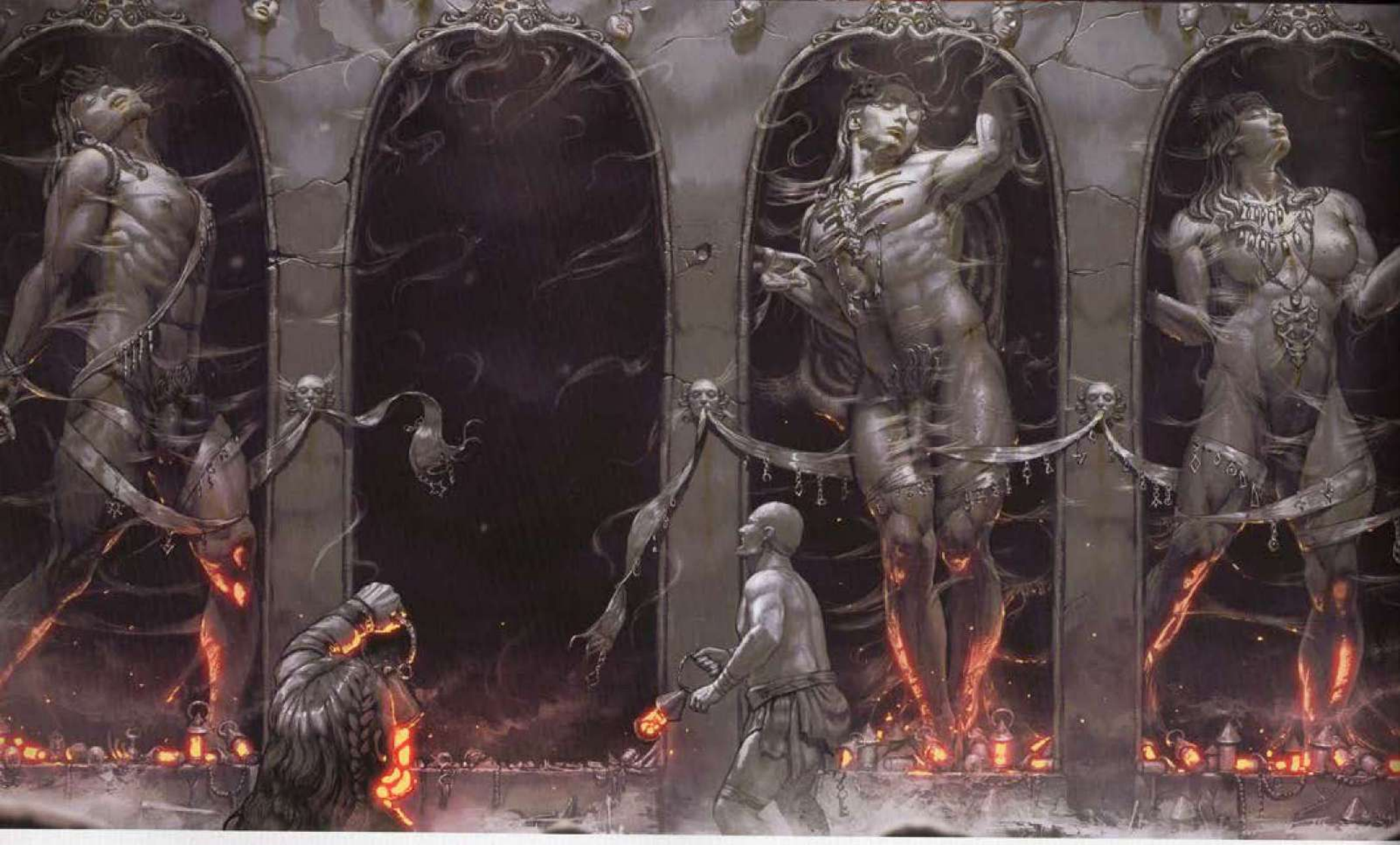
8 9 Passing a field of whispering stone faces, the scout is surrounded by harsh, bitter insults. They suffer 1d5 brain event damage. The indignant scout recovers all bodies and gear, and diligently brings back the resources the hunting survivors earned.

10+ A mercifully uneventful journey unfolds. The stalwart scout recovers all bodies, gear, and resources the hunting survivors earned. If there are 10+ survivors in the settlement when the scout returns, they are welcomed as a hero! They gain +1 strength. Limit once per lifetime.

If the settlement innovated **Memento Mori**, the scout can also recover 1 **Irreplaceable** gear.

Lost to the Darkness - roll 1d10

1d10	Result
1-5	All gear and resources belonging to the survivors is lost to the darkness. Archive them all.
6+	A naked survivor squirms out from under a corpse and runs home! Archive all gear and resources the survivors had and randomly select a survivor to live. During their reckless run, they disturb something in the darkness. Add **Lamplighter** to the settlement event deck. If the Lamplighter is already disturbed and its settlement event is in the deck, there is no chance the naked survivor makes it safely home. They die. Place the **Lamplighter** settlement event on the top of the settlement event deck.



MISSING STATUE

Resplendent statues contemplate the settlement from a distance. A space in the colonnade is conspicuously empty.

Bone Eaters Hunt the Survivors

Replace a random basic hunt event card with **Bone Eaters - Encounter Level 1** in the hunt event deck. When the card is revealed during the hunt phase, a dangerous encounter with the Bone Eaters will commence (Encounter rules in this book).

Nominate a pair of survivors. They wander the darkness in grief. Searching for purpose, they are drawn towards glinting shapely figures in the distance. They approach a lonely arcade of statues. The couple laces their clammy fingers together and presses on to **Examine**.

Examine - roll 1d10

1 2 3

A massive sculpted figure lunges from the darkness. The survivors flee. Each gains a random disorder and must skip the next hunt to recover. Ramblings of living statues unsettle the **departing survivors** this lantern year, each suffering 3 brain event damage.

4 5 6 7

Crushed lanterns and broken cobwebs adorn an empty spot in the structure. Peering into the void, a powerful feeling of danger pierces the survivors, jolting them from their grief. They each gain +1 understanding and return to the settlement to avoid being hunted.

Returning survivors gain +1 insanity.

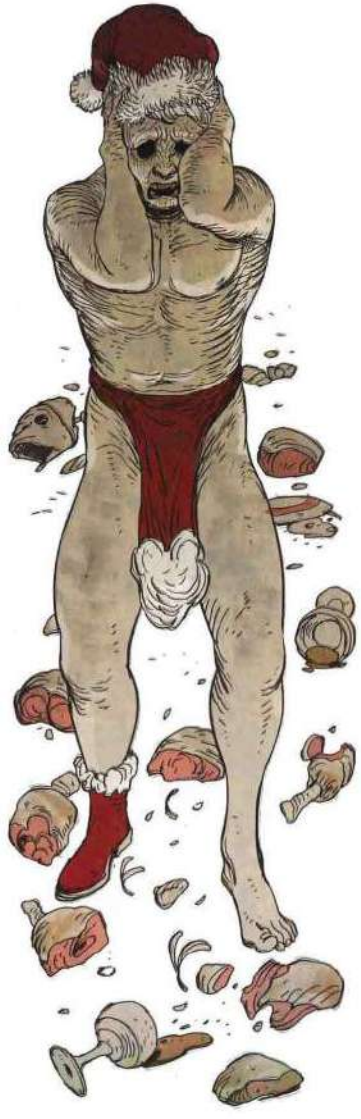
8 9 10+

The survivors peek into the open space with locked hands, trembling. White teeth and sclera beam through the darkness, then melt back into the void. Both survivors gain +1 courage.

The resolute survivors return home and warn everyone of the new threat. Gain the **Partnership** innovation.

SELF-INVITED GUEST

A long-awaited guest arrives. Convivial celebrations and mirth follow wherever the guest visits. A friendly sparkle in its eyes and a towering, portly impression is felt more than seen. When the guest departs, the settlement's wistful cheer evaporates, changing to horror. Nominate a survivor to plumb the **Depths of Despair**.



Atnas's favorite little helper wakes up wrapped in a bow and dressed in a special red-and-white outfit! A random survivor gains the **Chaos Elf Hat** rare gear.

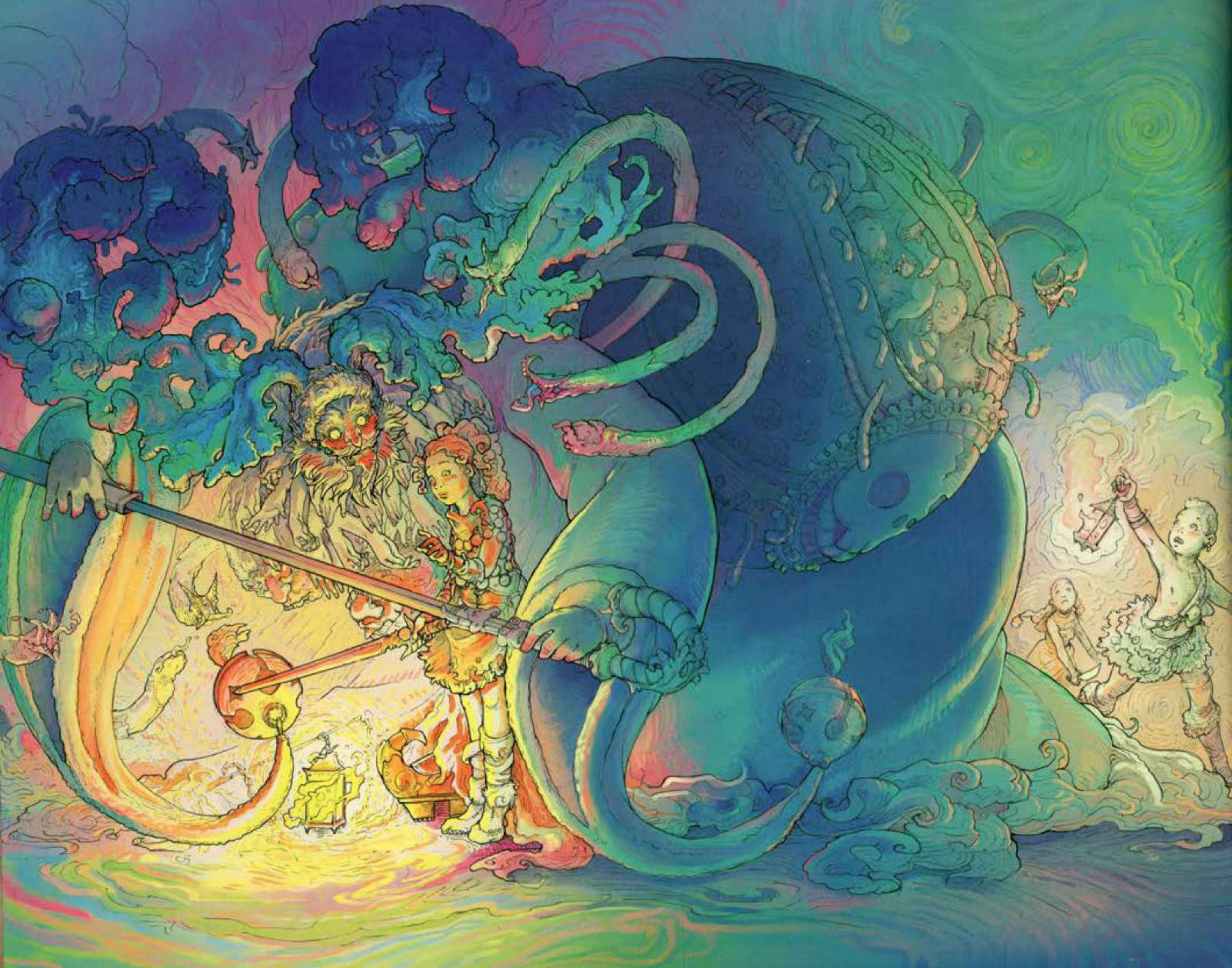
Depths of Despair - roll 1d10

9+ It bore the face and scent of your grandfather. You served it with deference and affection. The atrocities sink in. Your face scorches red with embarrassment, you escort yourself into the darkness. Dead.

6 7 8 Where are the children? You allowed it to play with the children, and now they have vanished. Your heart races as you search the settlement. You stop to retch in horror as your own complicity takes shape in your mind. The cruel reality is sobering. The two survivors with the lowest Hunt XP are nowhere to be found. -2 population. The settlement cannot gain population this lantern year.

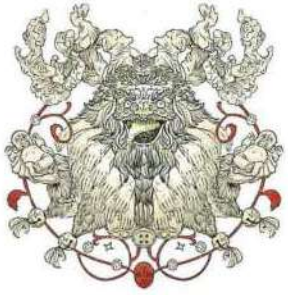
2 3 4 5 You slip and cut your leg on a shard from a carelessly discarded broken bowl. Suffer the **hamstrung** severe leg injury. You cannot help but notice chunks of half-chewed meat among the bits of broken stoneware. You merrily watched it gobble up your finest cuts of meat. Why did you serve the guest? What will you feed the children? Lose half the resources from settlement storage, rounded up.

1 You dash to your stores, hoping to find your settlement's greatest accomplishment. Only an outline in dust remains. It is all gone, and you gave it away. What possessed you to gift your most valuable tools to a stranger? Archive the piece of gear with the highest resource cost.



SHOWDOWN: ATNAS THE CHILD EATER

Nemesis



There's presents in its sack, it eats children for a snack, and there's a gleam in its eye that's pitch-black.

Instinct: Forget

The monster forgets what it was doing. Discard all moods in play, face down, into the wound stack, and end the monster's turn. Do not perform any more monster actions.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	3	1	6	11	-	-

S Old Battle Scars S Mad Master S Spark of Joy
S Master's Presence

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	10	4	2	7	14	+1	+1

S Old Battle Scars S Mad Master S Spark of Joy
S Master's Presence S Curb Stomp

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	13	5	3	7	19	+2	+2

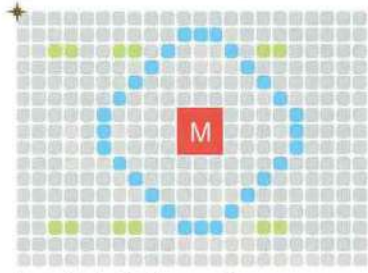
S Old Battle Scars S Mad Master S Spark of Joy
S Master's Presence S Curb Stomp S Keen Eyes
S Indomitable

Tokens: +1 luck

Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select Atnas's monster level (it should be one higher than the previous Atnas showdown) and set up the showdown accordingly.

Showdown Setup



Legend
- Survivors
- Monster
- Stone Columns
- North Star

Terrain & Deployment
- Place the North Star tile in the corner between the A and 1 marks on the showdown board.
- Create a deck with all Sword Craft cards.
- Set aside the monster's mood cards face down in the wound stack (Old Battle Scars).
- Give the **Master's Presence** survivor status card to the survivor with the highest sword proficiency (minimum 1).
- 2 **Stone Column** terrain cards (6 columns) in the green spaces.
- Place Atnas in the center of the board.
- Place survivors anywhere in the blue spaces.

The monster is horrifying. **Atnas goes first.**

Aftermath

Victory

Level 1+

+1 Hunt XP and **Rewards**

+1 Weapon Proficiency Level or +★ Sword Proficiency Levels

Defeat

A child is missing! The survivor with the lowest Hunt XP is dead. -1 population.

Rewards

Roll 1d10 and add Atnas's level to the roll result. Gain the listed gifts. Add them to the settlement record sheet.

1d10	Reward
1 - 2	The survivors scrape together choice scraps from Atnas's robe. Gain 1 **Perfect Hide**.
3 - 6	A bag with an illegible note inside. Gain ★+1 **Iron**.
7 +	Atnas forgets to bring its snack! Gain ★+1 population. They gain the benefits of a settlement newborn.

If the settlement innovated **Storytelling** when they defeat a level 3+ Atnas, they are captivated by the monster's search for Joy. When the survivors return, the story of its visit loses its horrifying edge. Only jolliness remains. Increase the settlement's survival limit by 1.

SHOWDOWN: CRIMSON CROCODILE

Quarry

There once was a beast whose heart swelled with delight. It wanted nothing more than to revel with others, yet try as it might, it found no one else who mirrored its mirth. It learned to share the joy in its heart with a twirl of its fingers.

Instinct: Finger Strum

The fingers on the back of the monster begin to move vigorously. Scores of startling pops sound from its arthritic knuckles. All non-deaf survivors suffer ★ brain damage.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	7	3	-	6	7	-	-

S Immortal Presence
S Enchanted Flesh
S Adrenal Adept

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	9	5	1	7	9	+1	+1

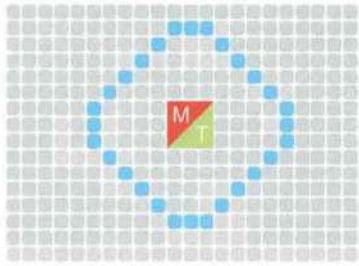
S Immortal Presence
S Enchanted Flesh
S Adrenal Master
S Blood Soaked

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	12	6	2	8	15	+2	+2

S Immortal Presence
S Enchanted Flesh
S Adrenal Master
S Blood Soaked
S Blood Secret
S Indomitable

Select a monster level and set up the hunt board.

Showdown Setup



Legend
- Survivors
- Monster
- Blood Pool

Terrain & Deployment
- 1 Blood Pool terrain card, set up in the center of the board.
- 1 Survivor Corpse terrain card, set up normally.
- 1 random terrain card, set up normally.
- Place the monster in the center of the board.
- Place survivors 5 spaces away from the monster.

Aftermath

Victory

Level 1	Level 2 +
+1 Hunt XP	+2 Hunt XP
+1 Weapon Proficiency Level	+1 Weapon Proficiency Level
+ Rewards	+ Rewards

Defeat

The Crimson Crocodile merrily digests its meal. Gain no benefits from your Death Principle for survivors who were swallowed whole, and archive all soluble and consumable gear in their gear grids.

Rewards

The first time the Crimson Crocodile is defeated, gain the **Crimson Crockery** settlement location.

The group gains the following rewards:

Level	Reward
1	4 basic, 5 Crimson Crocodile resources.
2	5 basic, 6 Crimson Crocodile resources. 1 **Irregular Optic Nerve** strange resource.
3	5 basic, 8 Crimson Crocodile resources. 1 **Black Lichen** strange resource.

If the settlement has **Bloodletting** when they defeat a level 3+ Crimson Crocodile, the survivors trace a blade along the fallen monster's most beautiful eye.

Roll 1d10. On a 5+, the blood coalesces into a single perfect tear. Nominate a survivor to gain **Blood Diamond Tear**.

SHOWDOWN: THE HAND

Nemesis

There was once an entity that knew everything but never spoke. For every secret that escaped, it became weaker and its enemies stronger.

Instinct: The Penalty

The Hand points at a random survivor. They must roll on the table below.

1d10	Result
1	Your skull crushes your brain. You die.
2+	Your ribs suddenly twist inward to puncture your heart. If you have no survival, you die. Otherwise, lose all survival and suffer the **broken rib** severe body injury.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	10	-	-	5	14	-	-
2	10	1	-	6	15	+1	+1
3	10	2	-	6	30	+3	+6

S Red Lens Closed · S Polarized Aura · S Ghost Step
S Blue Lens Closed · S Impossible Eyes · S Applause
S Green Lens Closed · S Suspicious

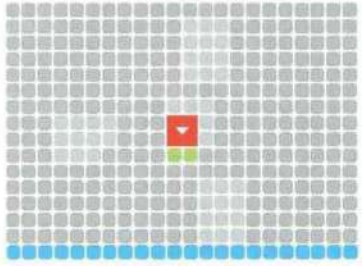
Nemesis Encounter

Departing survivors do not have a Hunt Phase. Instead, select the Hand's monster level (it should be 1 greater than the last the Hand encounter) and set up the showdown accordingly.

Special Rules

If an AI or HL card has , , or , only apply those effects, special rules, or changes to the card type for symbols the monster has gained. Otherwise, ignore those rules.

Showdown Setup



Legend
- Survivors
- Monster
- Giant Stone Face

Terrain & Deployment
- 1 Giant Stone Face terrain card, place in the green spaces.
- 1 Stone Column terrain card (3 columns) and 1 random terrain card, set up normally.
- Place the nemesis in the center of the board, on top of the Giant Stone Face.
- Place survivors anywhere in the blue spaces.

The survivors are defending their home. They go first.

Aftermath

Any victorious survivor may immediately select Fist & Tooth weapon proficiency, regardless of age milestones. (Any accrued ranks of weapon proficiency are lost when switching to a new weapon type.)

Victory

+1 Hunt XP

+1 Weapon Proficiency Level or +★ Fist & Tooth Proficiency Levels

+ **Rewards**

Defeat

If the settlement has the **Guidepost** innovation, the Hand leaves in peace. Otherwise, it slaughters all retired survivors in the settlement.

Rewards

The Hand hesitates before leaving. Roll 1d10 and consult the table below. The group gains any listed resources or gear.

1d10	Reward
1 - 4	The Hand vanishes. The group finds 1 **Broken Lantern** basic resource and 1 **Skull** basic resource. Lose -1 population.
5 - 8	The Hand is a sore loser and punts a **Broken Lantern**. A random survivor suffers a random severe head injury. Add 1 **Scrap** to the settlement storage.
9+	The Hand bows graciously and vanishes, leaving a package carefully wrapped in 1 **Leather** strange resource. Inside are 1 **Skull** and 5 random basic resources. Lose -1 population.

If the settlement has the **Sword Mastery** innovation when they defeat a level 3+ Hand, the Hand takes a moment to share some fighting techniques. Roll 1d10 for each survivor.

On a result of 3+, the survivor gains the **Swordsman's Promise** secret fighting art.

SHOWDOWN: KING

Quarry

The long road leads to the awaited one in all its grand majesty.

Select a monster level and set up the hunt board.

Instinct: King's World

Place the King in the center of the showdown board and draw an energy card. If there are none left in the deck, the King intensifies its aura and gains +1 damage and toughness tokens.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	8	3	7	19	-	-

S Audio Synthesis
S King's New Clothes
S Ghost Geometry
S Current

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	8	6	8	22	+1	+1

S Audio Synthesis
S King's New Clothes
S Half Power
S Ghost Geometry
S Current
Tokens: +1 accuracy

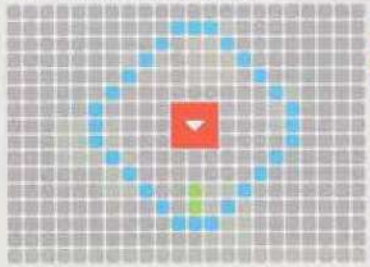
Level	B	A	L	Mov	Tgh	Spd	Dmg
3	8	12	7	9	25	+2	+2

S Audio Synthesis
S King's New Clothes
S Full Power
S Ghost Geometry
S King's Presence
S Indomitable
S Current
Tokens: +2 accuracy

AI Energy Requirements

The King harnesses energy to perform some actions. When the monster draws AI, required energy is shown on the card's banner. If all energy listed are in play, perform the card. Otherwise, discard it and perform Basic Action.
For example, Death King requires one Creation energy, one Catabolism energy, and two Death energy.

Showdown Setup



Legend
- Survivors
- Monster
- Glowing Waypoint

Terrain & Deployment
- 1 Glowing Waypoint terrain card, in the green spaces.
- Place the King in the center of the board.
- Place survivors on any blue spaces.

Aftermath

Victory
+ 2 Hunt XP
+ 1 Weapon Proficiency Level
+ **Rewards**

Defeat
Deep in their being, the survivors know this was the natural outcome. Hope evaporates from the settlement. Subtract 1 from all endeavor rolls during the next settlement phase.

Rewards

The first time the King is defeated, gain the **Kingsmith** settlement location.

The group gains the following rewards:

Level	Reward
1	4 basic resources, 5 King resources.
2	4 basic resources, 7 King resources.
3	4 basic resources, 10 King resources, 1 **Black Lichen** strange resource.

SHOWDOWN: SMOG SINGERS

Quarry

There once was a siren that breathed life into the world with its song. Drawn by its music, many came bearing malice and greed. Yet still the siren sang, for empathy was its muse, and from such passions wove its memorable melodies.

Instinct: Song of Smog

The monster moves 3 spaces away from as many survivors as possible and assumes a peaceful pose. The monster is knocked-down. If you wound a knocked down Smog Singer this round, gain an additional guilt token.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	8	4	-	6	7	-	-

Ⓢ Performing Artists Ⓢ Song cards Ⓢ Bloody Hands
Ⓢ Vibration Damage

Level	B	A	L	O	Mov	Tgh	Spd	Dmg
2	8	4	1	4	7	9	+1	+1

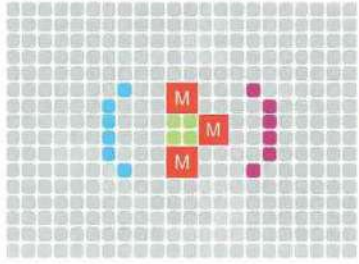
Ⓢ Performing Artists Ⓢ Song cards Ⓢ Bloody Hands
Ⓢ Vibration Damage Ⓢ Overtone Singing

Level	B	A	L	O	Mov	Tgh	Spd	Dmg
3	9	6	2	8	8	12	+2	+2

Ⓢ Performing Artists Ⓢ Song cards Ⓢ Bloody Hands
Ⓢ Vibration Damage Ⓢ Overtone Singing
Ⓢ Singing Whale Ⓢ Indomitable

Select a monster level and set up the hunt board.

Showdown Setup



Legend
- Survivors
- Smog Singers
- Smog Incense

Terrain & Deployment
- 1 Smog Incense terrain card, set up in the center of the board.
- 1 random terrain card, set up normally.
- Place the Smog Singers in the red spaces, facing the Smog Incense.
- Place survivors in the blue or purple zone. Survivors in the purple zone gain a guilt token on **Arrival**.
- Deal a random **Song** card facedown to each survivor and archive the rest.

Aftermath

Victory

Level 1	Level 2+
+1 Hunt XP	+2 Hunt XP
+1 Weapon Proficiency Level	+1 Weapon Proficiency Level
+ **Rewards**	+ **Rewards**

Defeat

Plaintive harmonies echo across the stone-face plains. Snatches of song reach the settlement, spreading grief. The settlement may not **depart** to hunt the Smog Singers during the next lantern year.

Rewards

The first time the Smog Singers are defeated, gain the **Chorusseum** settlement location.

The group gains the following rewards:

Level	Reward
1	4 basic, 4 Smog Singers resources.
2	5 basic, 6 Smog Singers resources.
3	6 basic, 8 Smog Singers resources, 1 **Black Lichen** strange resource.

Concord

The showdown ends in victory for both sides! Gain Hunt XP and weapon proficency, but instead of rewards, the Smog Singers teach the survivors a song. Gain the **Song of Concord** innovation. If they already have it, nothing else happens.

STAINED

With one hand balancing the ball of snoring dreamers, the Dream Keeper deftly snatches a handful of soot moths fluttering in the lantern light. Mixed with the sweat pooling in its palms, a pungent ink coats the Dream Keeper's enormous hand. It beckons the settlement to gather.

If the settlement does not already have it, gain the **Face Painting** innovation. The settlement is **Inked** by the Dream Keeper.

5

If the settlement's collective cognition is 5+, a suspicious survivor is repulsed by the acrid smell. Nominate a survivor; they gain +1 evasion. Proceed to the 9+ result.

Inked - roll 1d10

1 2 3

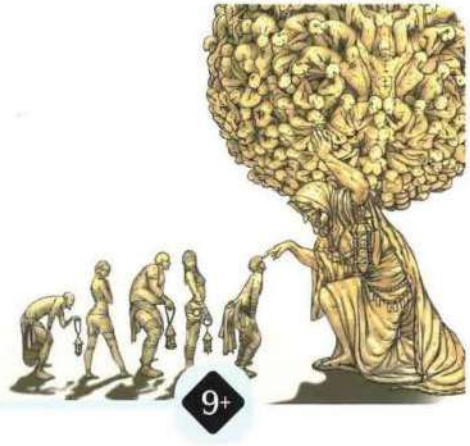
The Dream Keeper struggles to steady its tremorous, outstretched finger. The survivors file away, marked with wobbly, disorienting designs around their eyes and blinking back inky tears.

Jagged nails have mutilated the eyes of the unlucky. Nominate two survivors to suffer the **blind** severe head injury and -1 luck.

4 5 6 7 8

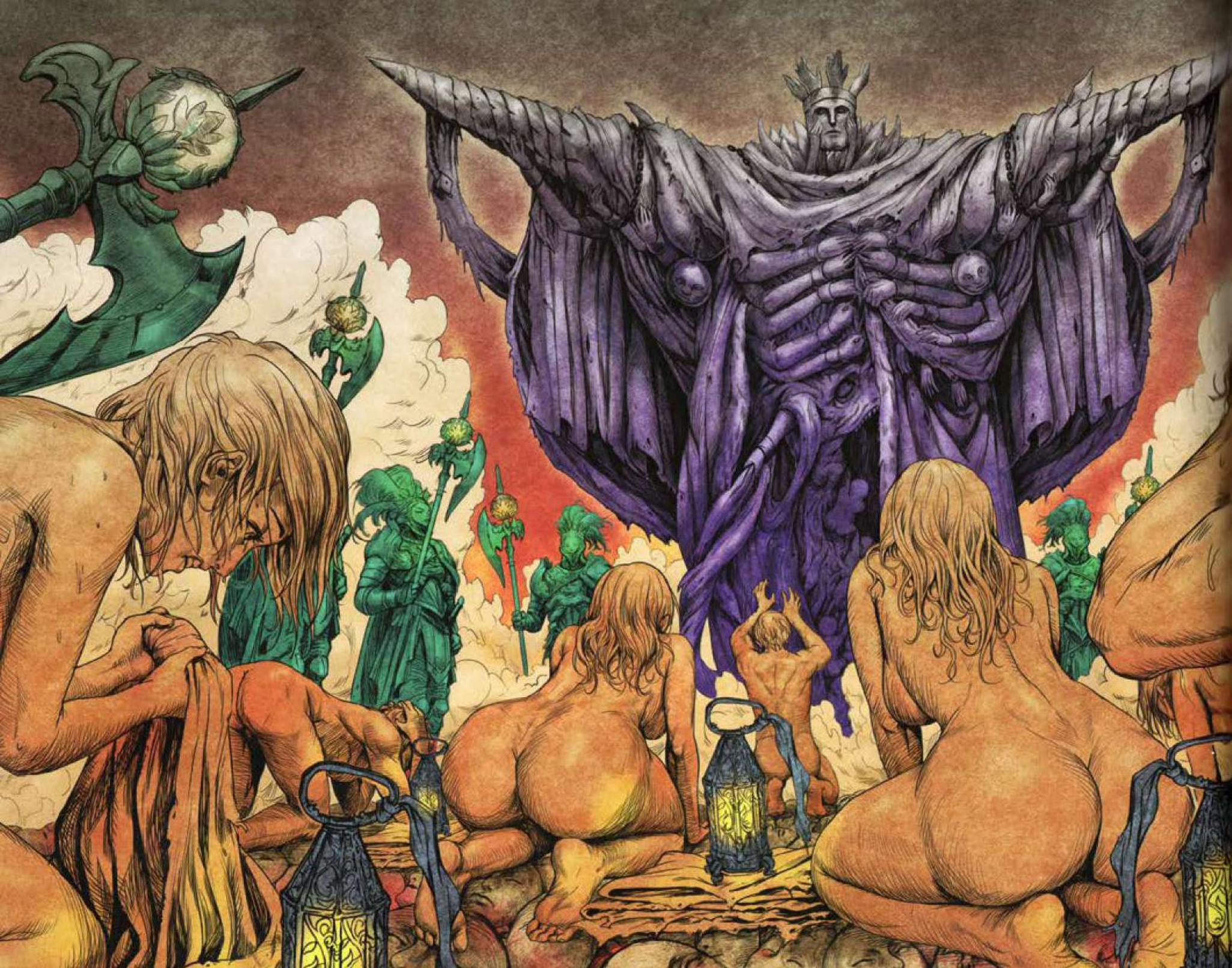
Despite the giant size of the crude instrument, the Dream Keeper delicately marks each survivor with lace-fine rosettes of inky splendor. The survivors cannot help but happily exclaim as they meet each other's gazes. Their eyes shine even brighter in the lantern light. All survivors gain +1 lumi. Nominate a survivor; the Dream Keeper manages to draw the flourish perfectly around their eyelid! They gain +1 luck and the **Founder's Eye** ability.

Founder's Eye: A permanent design with intricate line work too fine for the naked eye to see. Add +1 to all rolls on the **Intimacy** story event.



Nominate a survivor to linger behind, watching the Dream Keeper place its mark on each survivor's eyes. Doubt creeps into their mind as their turn approaches. Why would the Dream Keeper share such a blessing?

The survivor drags their heels as they take their place among the stained. They gain +3 lumi and **Serial Code**.



THE AWAITED

Glowing rows of lantern halberds part, hailing the arrival of the one for whom generations have waited.

Woe spreads from a primordial origin within every survivor. Wailing sobs form a coronation anthem. One by one, the survivors prostrate themselves before their magnificent apex predator. Their burning tears fill the serene stone eyes pressed against their weeping faces.

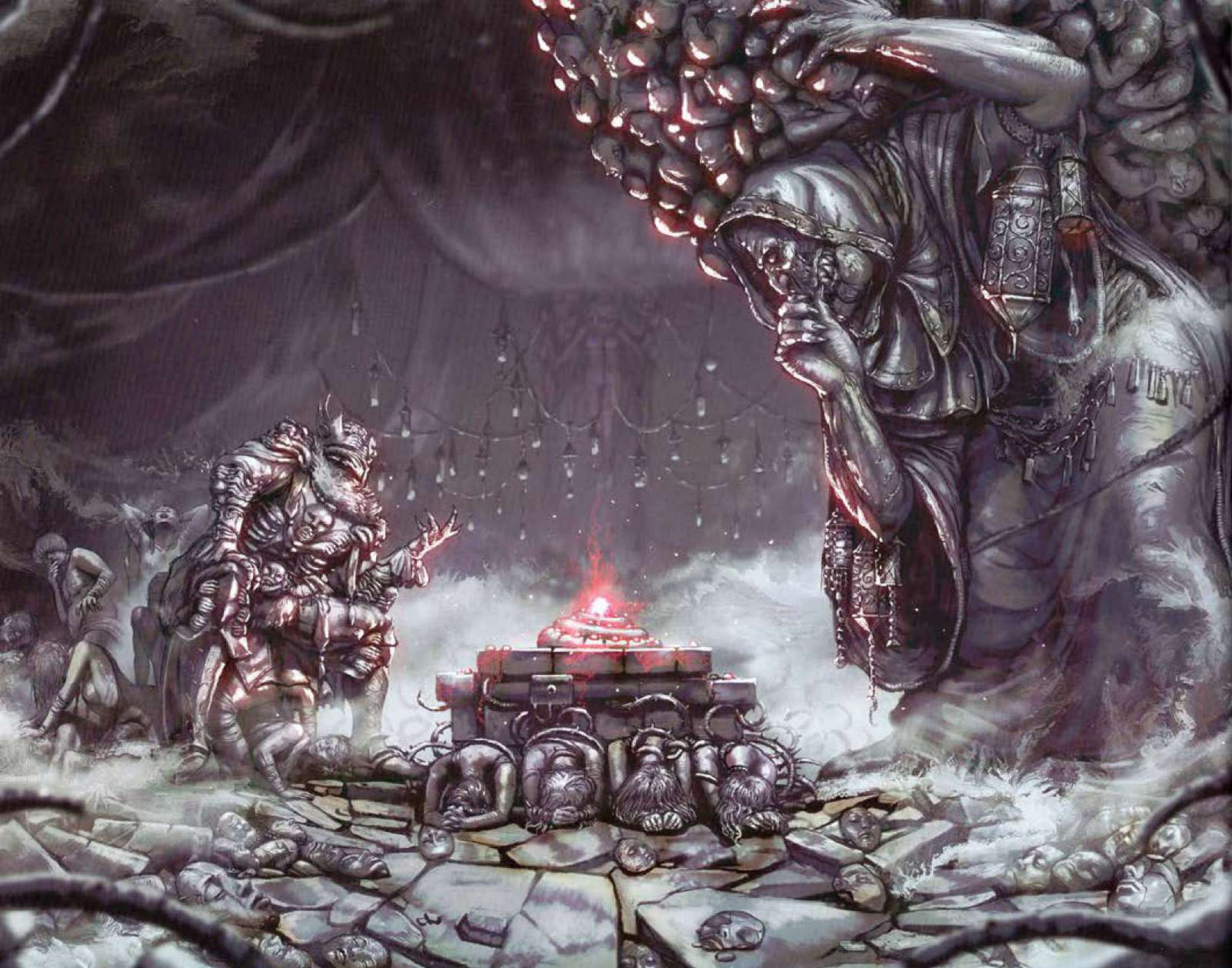
The survivors experience the hopelessness of prey cornered by their predator. Untroubled, the King's retinue silently moves among them, seeking a prize **sample** to check the **Maturity of the Settlement**.

Nominate the survivor with the highest combined attribute modifier total to be the **sample**.

Maturity of the Settlement

The King's Men hook their halberds to silent chains, prying open the many arms of the King. The **sample** is devoured. Dead. This cannot be avoided for any reason. All survivors gain [b] **Subjugated**. The survivors cower as the King and its procession leave.

Denying their instincts, the survivors contemplate the unfathomable. You may now hunt the **King**. Add it to the quarry list on the settlement record sheet.



THE GAME

The Hand strides into the settlement. A mystic hush falls over the survivors. They are struck dumb by its glory and sink to their knees.

The Hand stands before the Dream Keeper. Nominate a survivor to bear the table. They are unceremoniously snatched and suddenly struggling under a great weight with their fellow survivors.

Pinned and prone, they lie in solitary panic, fear bubbling in their intestines, filling their mouth with sharp bile they dare not spit.

Above them, the Dream Keeper tosses something that lands with a precise tap that breaks the silence of the settlement. Craning their neck, the nominated survivor tries to **Sneak a Glance**.

Sneak a Glance - roll 1d10

1 2 3

The [illegible] chuckles and slams th[illegible]. The laughte[illegible] survivor[illegible]s and the force of this d[illegible] pushes the table's humanoid supp[illegible] Suffer -6 population. The Hand s[illegible] you[illegible]on fades as you w[illegible]ly lift a limp su[illegible]pect the[illegible] Dead.

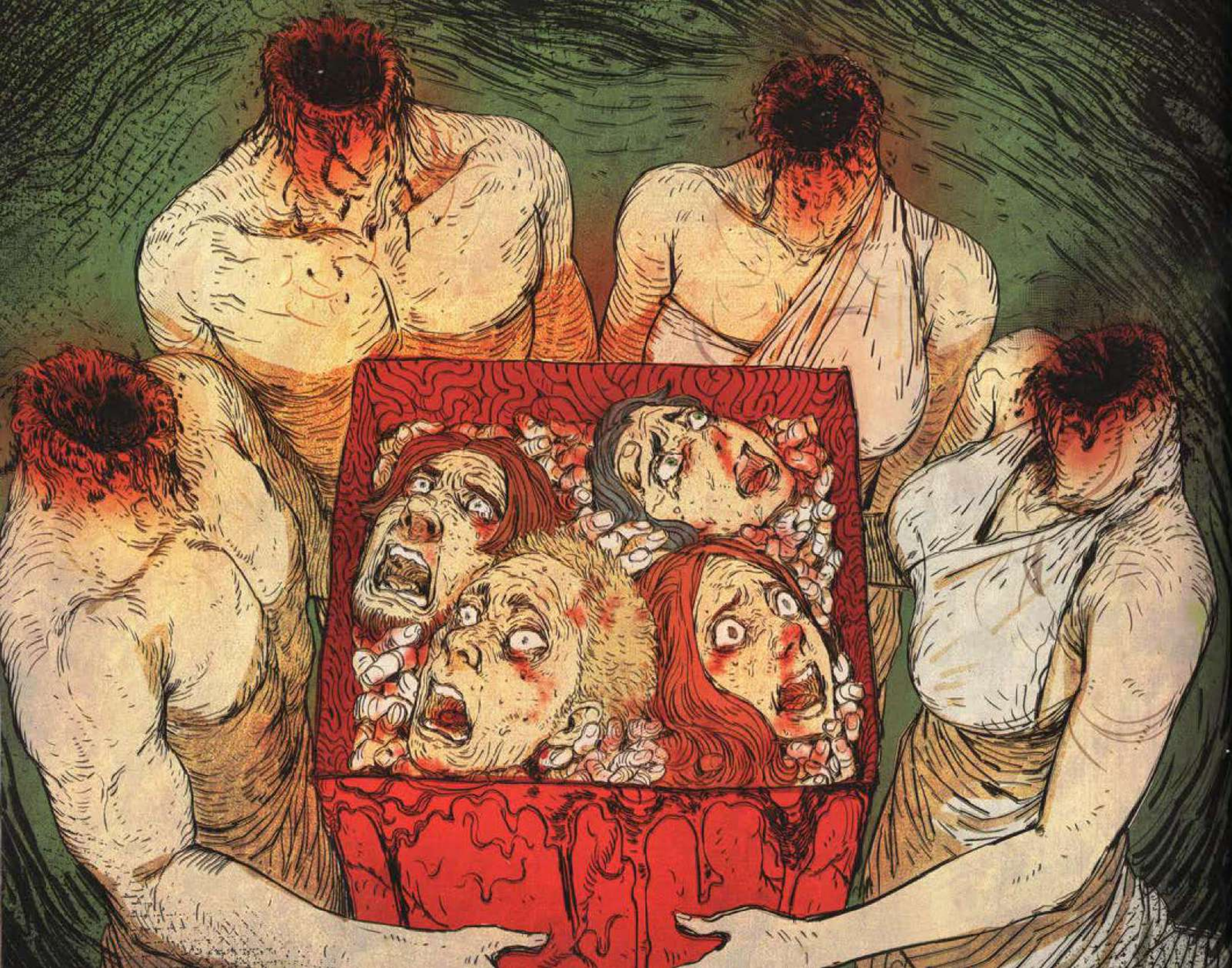
Roll 1d5. That many survivors suffer -1 luck. Then proceed to the 8+ result!

4 5 6 7

Your spine feels the reverberating sensation of objects bouncing and tumbling across the surface on top of you. Each time they land, dread presses the weight harder into you. You try to hold your breath, hide your face in the ground, disappear from this moment. No matter, you feel a gaze fall heavy on the back of your head, boring deep. Suffer -1 luck.

From your limited viewpoint, you can see the Dream Keeper and the Hand are taking turns, playing some kind of game atop your back. From your vantage, you see the Dream Keeper's deft fingers surreptitiously replacing game pieces with ones from its billowing sleeves. Gain **High Roller**.

As suddenly as it arrived, the Hand departs with its implements. The silence lifts, and the settlement resumes its activity with an air of bafflement. You catch your breath and look up at the Dream Keeper. One of its eyes catches your gaze. You gain +1 luck. You realize no one would believe you anyway.

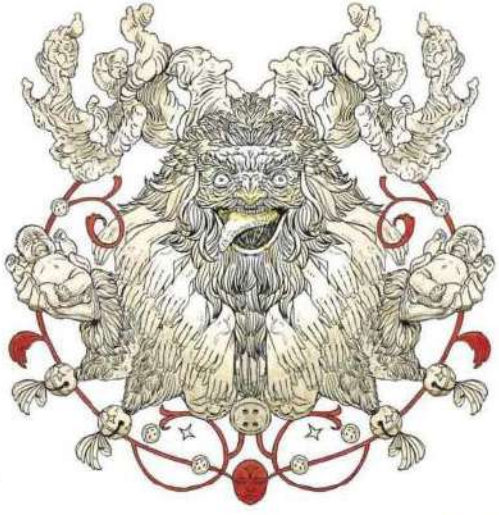


UNWANTED GIFTS

A large red box appears in the middle of the settlement. Roll 1d10.

Peering cautiously, four survivors gingerly remove the ornate wrapping. In the next and final moment, they are looking up at their own headless bodies from the depths of the open box. -4 population. Terror fills the settlement, and the box is discarded into the darkness, heads and all! Redraw any R **Skull** gained from **Cannibalize** this lantern year.

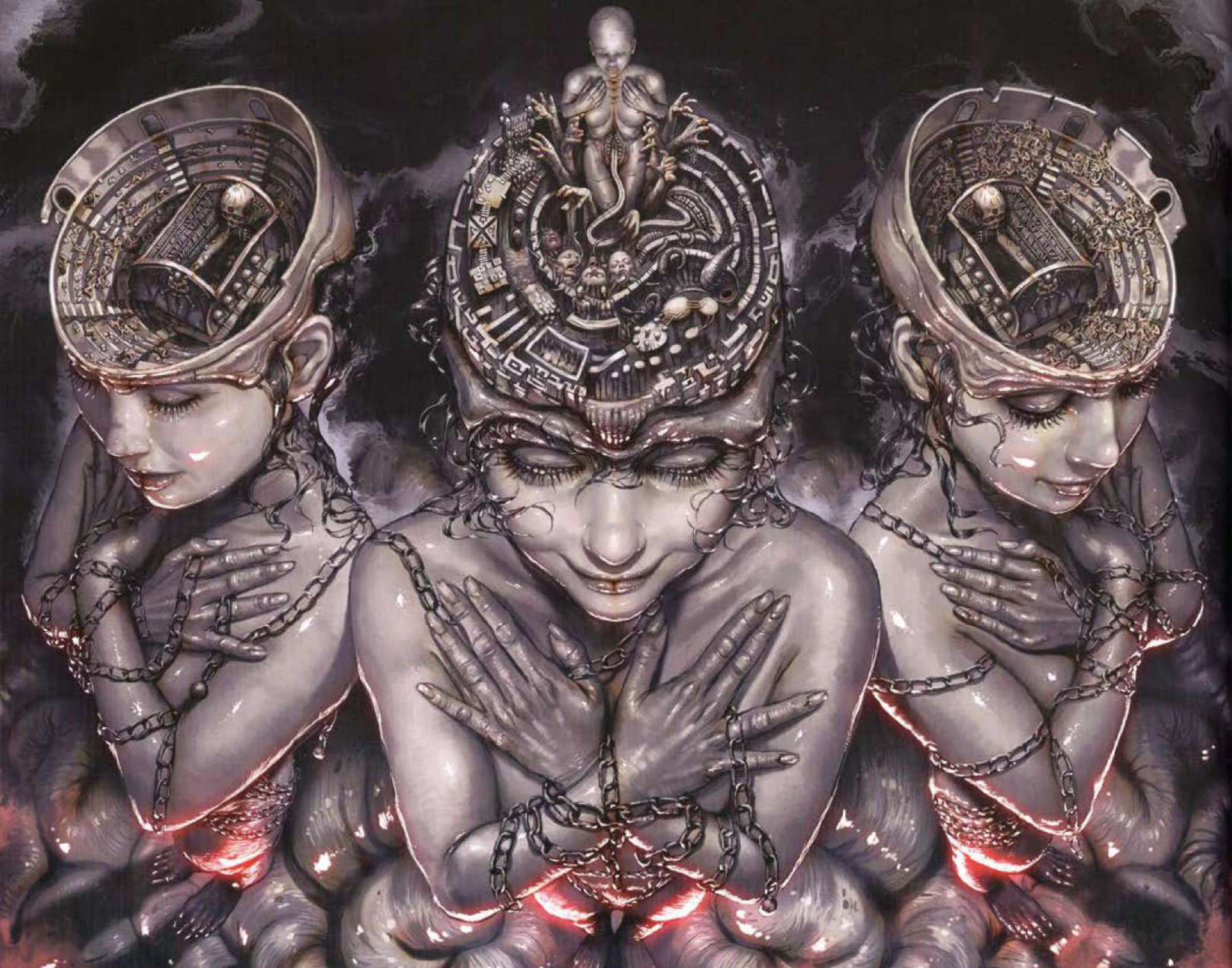
Dread fills the air. Each survivor lifts a corner of the box. One hears the faint click of metal on metal and throws themselves to the ground in panic! Soft thuds follow as the heads of the remaining survivors fall unceremoniously into the box. -3 population. Within the box is a gore-soaked bit of skin. Gain 1 R **Monster Hide**.



Inside is a wonderful painting on a luxurious piece of hide. Add 🕮 **Self-Invited Guest** to the timeline in 1d10 years. Gain 1 R **Perfect Hide**.

The box is empty. A frustrated roar freezes the survivors' blood. Then a massive projectile sails out of the darkness, skewering a survivor. Nominate a survivor to suffer the **gaping chest wound** severe body injury and gain the **Ornate Bone Blade** rare gear. They must skip the next hunt to recover. They select sword proficiency and gain +1 weapon proficiency level.

Within the box is a child on a bed of soft furs. Gain +1 population and 3 R **Monster Hide**. The child's hair is styled in a striking mohawk, and they have a natural aptitude for swordsmanship. They select sword proficiency and gain +3 weapon proficiency levels.



VAULTLESS

As you walk the winding, high-walled thoughtpath, you feel the border approaching.
Explore the maze, or press through the barrier.

If an arc survivor would gain a fighting art, instead choose to **Explore the Maze** or **Press Through**.
When an arc survivor gains a secret fighting art, they gain it as normal and suffer +1 systemic pressure or torment. End this event.

Explore the Maze - roll 1d10

1d10	Result
1	Disoriented, meandering the path of your mind, you near an edge. You can feel the answer just on the other side. You need only leap over the yawning mouth at your feet, but you fall short. Chewed to pieces. **Death Tension Headache**.
2 - 9	You scramble up heaps of experience and impressions. The fighting art forms your final foothold. It crumbles as you ascend to higher clarity. Gain +1 lumi.
10+	You follow the generative urge, but it leads you back to the center. Before you, the gleaming golden heart beats and bleeds the black ichor of inspiration. You drink from a vein. Gain +2 lumi. If the settlement has 30+ CC, gain an observation in your tenet knowledge.

Press Through - gain +1 systemic pressure and roll 1d10

1d10	Result
1	In pursuit, you lower yourself into ice-cold watery depths. It stings your eyes and stops you from breathing. The pressure crushes you as you sink into darkness. Gain +1 torment.
2 - 7	Your limbs depart your body. Your fingers and toes float loose in a void. Each digit experiences a piece of incomprehensible capacity. Your disembodied mind comprehends but you cannot pull the pieces back together. The experience ends.
8+	You reach through the barrier, sensing by touch alone. You desperately attempt to comprehend the cold stone edifices that contain infinite delicate tomes. Some are barely tangible, yet others are solid. You manage to latch on to something! Gain the fighting art and record it as normal.

Death Tension Headache - roll 1d10

1d10	Result
1	The pressure in your cranium builds. Your brain stem itches. Suffer the **head explosion** severe injury.
2 - 9	Death of subconsciousness. Lose all once per lifetime rerolls and skip the next hunt to recover.
10+	You ascend the stairs. Your muscles burn, your bones ache, and your skin disintegrates. A corpse sits in your way. It offers you a ten-sided rock. Gain a once per lifetime reroll. The corpse crumbles to dust.

WONDROUS DESIGN

Explosions of loudly popping joints interrupt the snoring thrum. The Dream Keeper extends its massive leg, stomping the ground before it.

Shifting the weight of the snorers onto one hand, it beckons the survivors with its free hand. They watch in wonder as the Dream Keeper sketches in the settling dust with its toe. An image of an ornate chest lies before them like an edict. They must build this structure.

Gain **Dream Schematics**.

A few eager survivors linger to **Comprehend the Wonder** drawn by the Dream Keeper's big toe.

Comprehend the Wonder - roll 1d10

21

If the settlement's collective cognition is 21+ and the roll result is not 1, proceed to the 10+ result!

1 2 3

The survivors excitedly laugh and dance in the stone sand, ruining the design. Wheezing and coughing from the dust, their lungs fill with a shred of comprehension. Nominate a survivor to gain **Stone Architect**. Unless they have **Legendary Lungs**, their airways choke from the eerie knowledge. They suffer -1 evasion.

4 5 6 7

The settlement is desperate to uncover a deeper meaning or hidden instructions within the lines. A pair of astute survivors begin to reference the plan in the sand. Nominate two survivors to each gain **Stone Architect**.

8 9 10+

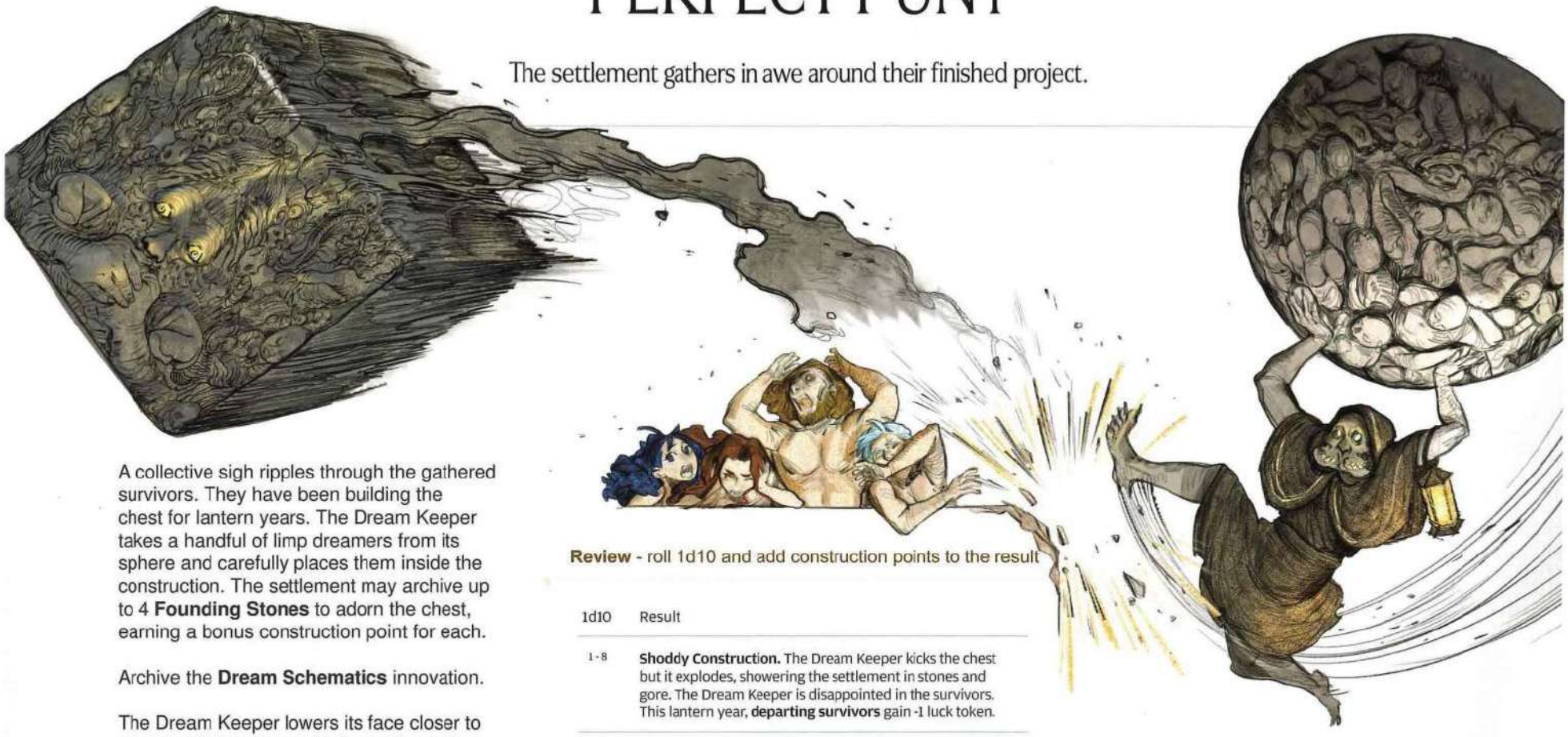
The message is clear! Nominate 4 survivors. Each gains +3 lumi and **Stone Architect**.

If the settlement innovated both **Sculpture** and **Pictograph**, the nominated survivors rejoice, having perfectly comprehended the design! Each gains an additional +3 lumi.

Suddenly, the Dream Keeper's eyes pulse! The nominated survivors suffer -1 luck as the Dream Keeper pulls a form from the ball. A beautiful survivor emerges. Gain +1 population. They are touched; **Birth of a Savior**.

PERFECT PUNT

The settlement gathers in awe around their finished project.



A collective sigh ripples through the gathered survivors. They have been building the chest for lantern years. The Dream Keeper takes a handful of limp dreamers from its sphere and carefully places them inside the construction. The settlement may archive up to 4 **Founding Stones** to adorn the chest, earning a bonus construction point for each.

Archive the **Dream Schematics** innovation.

The Dream Keeper lowers its face closer to consider its investment in the settlement. **Review** the settlement's handiwork.

Review - roll 1d10 and add construction points to the result

1d10	Result
1-8	**Shoddy Construction.** The Dream Keeper kicks the chest but it explodes, showering the settlement in stones and gore. The Dream Keeper is disappointed in the survivors. This lantern year, **departing survivors** gain -1 luck token.
9-14	**Modest Construction.** The Dream Keeper launches the chest. It spins through the air and vanishes into the darkness. The Dream Keeper emits a grunt of satisfaction. This lantern year, **departing survivors** gain +1 strength token and survival up to the settlement's limit.
15+	**Excellent Construction.** A near-perfect replica! The Dream Keeper opens the chest, allowing the settlement to **Make Preparations** before the chest is sealed and punted. Then, with a swift kick, it soars in a weightless arc, rocketing into the unknown. The Dream Keeper is thrilled! This lantern year, **departing survivors** gain +1 strength and +1 luck tokens, survival up to the settlement's limit, and a reroll token.

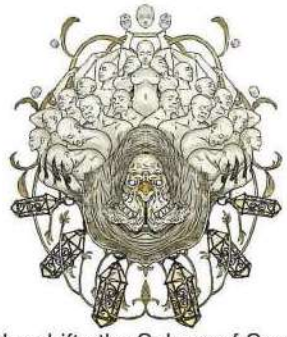
Make Preparations

The settlement can archive and record any gear on their next arc campaign's settlement record sheet. Start with that gear available during the Prologue battle!

The Dream Keeper nods with finality. With the chest gone, the protector lumbers towards the settlement's edge. Its massive footfalls leave dusty, craterous tracks. The survivors' awe reinforces their determination as they prepare themselves for the Dream Keeper's final trial.

SHOWDOWN: GAMBLER

Nemesis - Final Boss



The Gambler shifts the Sphere of Snorers onto one shoulder, beckoning the survivors with its free hand. They do not understand why, but they instinctively know this is their final test. They must rise to the challenge or be destroyed.

Instinct: Fortune Grift

The Gambler tosses a gleaming coin into the air, distracting the survivors. Return all Gambler's Dice to the **Gambler's Dice** trait card.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
4	9	9	3	8	20		

Ⓢ Critical Failure Ⓢ Double or Death
Ⓢ Magister Ludi Ⓢ Gambler's Dice Ⓢ Dice Bag
Tokens: +10,000 luck. These tokens cannot be removed or ignored for any reason.

If this is your first time facing off against the Gambler, open the bag labeled "Do Not Open Until Instructed" and reveal the Gambler's Dice.

Critical Failure
The opposite of critical wounds. When your wound roll is a natural 1 on a hit location with a critical failure, you critically fail! Cancel all reactions on the card and apply its critical failure effect.

Negative luck increases the range of your critical failures. -1 luck causes a critical failure on a wound roll result of 1 or 2; -2 luck on a 1, 2, or 3; and so on. Positive luck makes it impossible to roll a critical failure.

Gambler's Dice
The Gambler prefers its own special dice and will use its Gambler's Dice before regular d10s. These dice are especially lucky and are imprinted with the Gambler's Face on several sides. The Gambler's Face is treated as a 10.

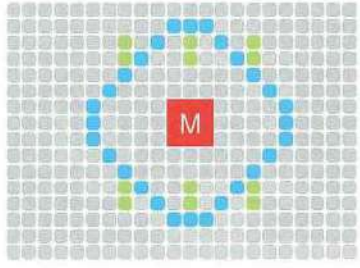
Gambler's Face Critical Wounds
The Gambler cheats fate. Survivors need to break the rules to inflict a critical wound on the Gambler.

◆ does not inflict a critical wound. Instead, survivors must get their hands on the Gambler's dice and roll a Gambler's Face to inflict a critical wound on a hit location that has the Gambler's Face symbol.

Luck does not affect Gambler's Face critical wounds. Only a wound roll result with a Gambler's Face causes a critical wound.

Knockdown & Knockback
The Gambler will never drop the Sphere of Snorers. It cannot be knocked down or knocked back.

Showdown Setup



Legend
- Survivors
- Gambler
- Stone Columns

Terrain & Deployment
- Place the Gambler in the center of the board.
- Place the survivors in the blue spaces.
- 2 Stone Columns terrain cards (6 columns) in the green spaces.
- 1 Giant Stone Face terrain card, set up normally.
- The Gambler is testing the settlement. **The survivors go first.**

Aftermath

Victory
The Gambler breathes a sigh of relief, its burden visibly lighter. Driving its finger into the stone face ground, its jagged talon marks an octagon. With just a few massive, gliding strides, the Gambler disappears into the darkness forever.

The dumbfounded survivors exchange grief-stricken glances as they grapple with what has happened. To avoid confronting its significance, they busy themselves with completing their deity's final edict. Archive the **Keeper of Dreams** settlement location and gain the **Gaming Gazebo** settlement location.

Defeat
The Gambler's disappointed grumble rises over the snoring din. Clenching its massive fist, it pulverizes the settlement's edifices, then stomps into the darkness. Now purposeless, one by one, the People of the Dream Keeper die. 🕮 **Game Over.**

GAME THEORY

In the minuscule moment of a single blink, you view an improbable perspective.

If you already have **High Roller**, end this event.

You are gazing down at yourself in miniature, a gray statue frozen on a landscape of crisscrossing lines. Stones honed with ten decorated faces fall in slow motion around you. Your mind grasps for something that was taken from you. Gain +1 torment token as your **Brain Screams**.

If you have **Dissociation**, you already know the world is a game, but now you have learned some of its advanced rules! You also gain the **Advanced Play** ability.

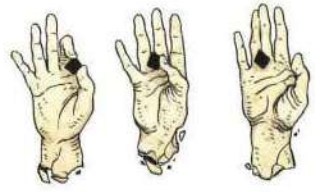
Advanced Play: You may steal up to 2 dice using **High Roller**. Each die must be from separate attacks.

Brain Screams - roll 1d10

1 2

You lock eyes with the statue of yourself. It grins wildly. The blink ends, you open your eyes and find yourself knocked down. Suffer 3 brain damage and -1 luck.

3 4 5 6 7 8

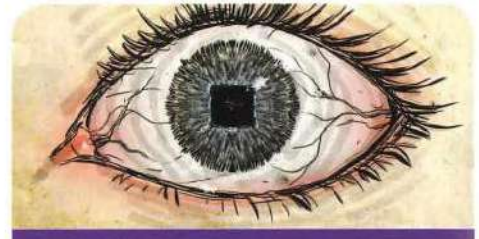


You reach out your unfamiliar outsize hand, gingerly plucking a ten-sided stone from the air. Rolling it in your palm reveals a prismatic kaleidoscope of probability. You understand the trick behind this fortune manipulation. You see the world, its causes and its effects, in a new way, and you can steal the ten-sided stone for yourself!

The blink ends. Gain **High Roller**.

9 10+

Your blood is a sequence of numbers that crunches awkwardly through your veins. Your life and struggles are defined and contained by a series of rules and equations. Turn the monster to face the player controlling this survivor. The blink ends. Gain +2 luck and **High Roller**.



Don't blink. If you already know the Dream Keeper's true name, you realize this is a teaching moment and you can still learn more!

From this improbable perspective, you may take the opportunity to game the game and swap the positions of two numbers on your survivor record sheet. However, if you already blinked, you lose sight of this perspective and the record that defines you. You cannot swap these numbers.

SHOWDOWN: GODHAND

NEMESIS - FINAL, FINAL BOSS

Every survivor feels the Godhand's approach. Each faint and far-off footfall on stone echoes in the survivors' ears and kicks up gusts of stale wind that blow through the settlement.

The Godhand waits near the outskirts, watching as the survivors clutch their weapons and ready to face their ultimate fear.

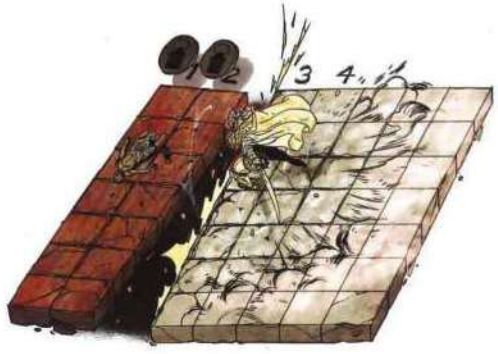
Instinct: Reality Rend

The Godhand brandishes its sword and shifts its posture, preparing to shear the battlefield. Search the AI deck and discard pile for **Showdown Cleaver**. Shuffle the deck, then place it on top and draw AI.

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
4	6	5	1	∞	30	-	-

S True Ghost Step **S Old Blood** **S Life (30)**
S Reinforcements **S Indomitable**
Start with **Transformation** on top of the AI deck
Tokens: +2 accuracy



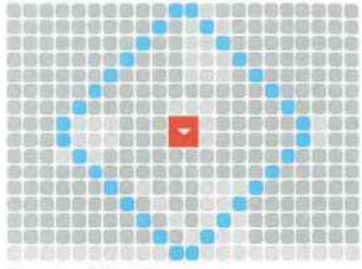
Showdown Cleave

The Godhand destroys part of the showdown board, leaving a gaping chasm of oblivion in its place. When the Godhand performs **Showdown Cleave**, it obliterates the two leftmost columns of the showdown board. (The lettered edge is the left side of the board). This creates a new left board edge.

Survivors may not voluntarily pass through obliterated spaces. However, survivors can still suffer knockback into obliterated spaces. A survivor who ends their movement on an obliterated space plummets to their death. Archive their gear. This cannot be prevented for any reason. If a terrain tile occupies an obliterated space, it also falls and is archived.

As the showdown progresses, the Godhand will shear off more and more of the board, leaving limited space for the survivors to make their final stand.

Showdown Setup

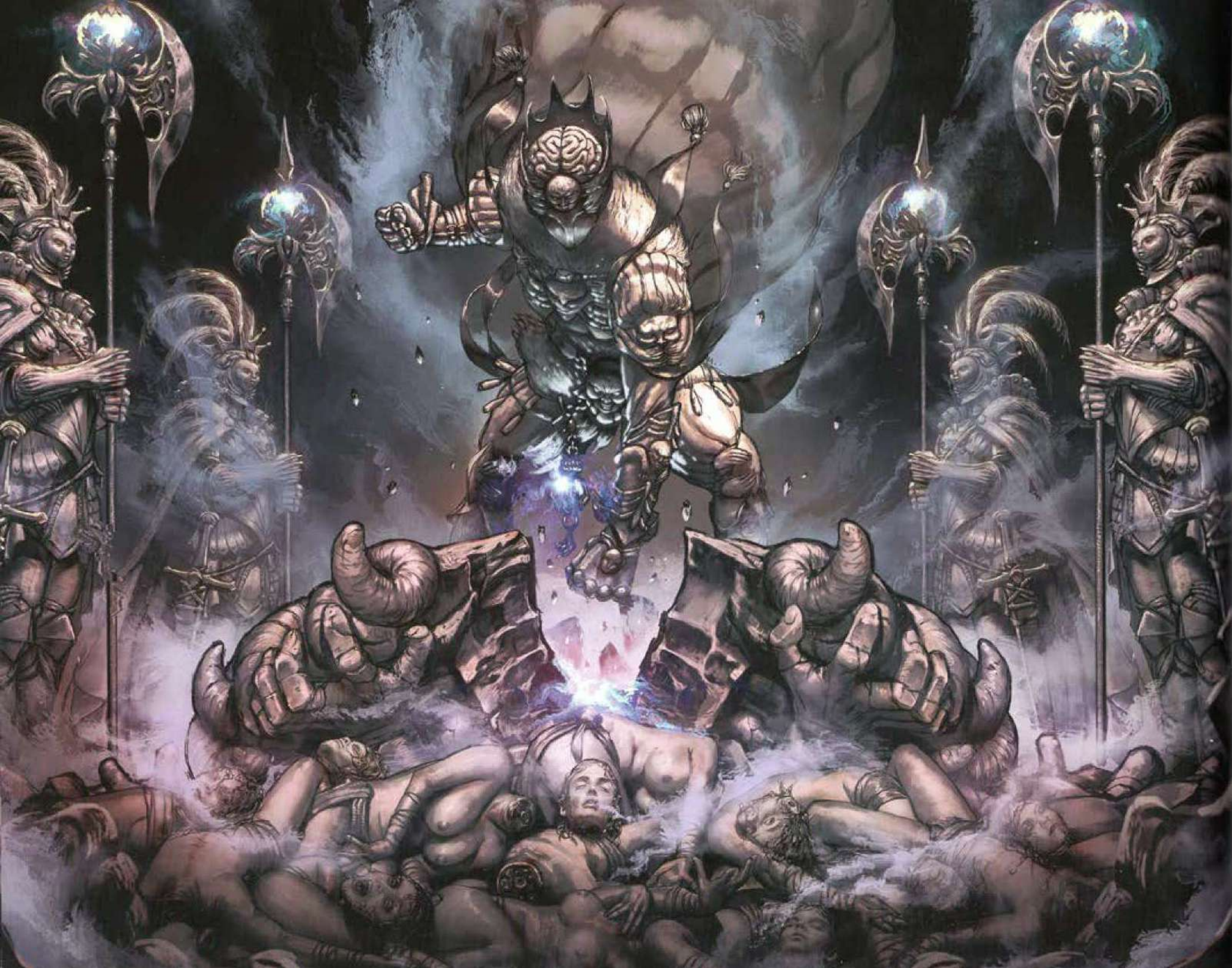


Terrain & Deployment
- 2 random terrain cards, set up normally.
- Place the Godhand in the center of the board.
- Place survivors anywhere in the blue spaces.
- **The monster goes first no matter what!!!**

Aftermath

Victory
The Godhand shrugs off yet another blow, bringing its sword crashing down in retaliation. The blade shatters in its hands, strained and worn from the prolonged struggle. The entity pauses for a single incredulous moment. Then it erupts into grating, raucous laughter. Still chuckling, the Godhand leaves unceremoniously.
Epilogue: Victory.

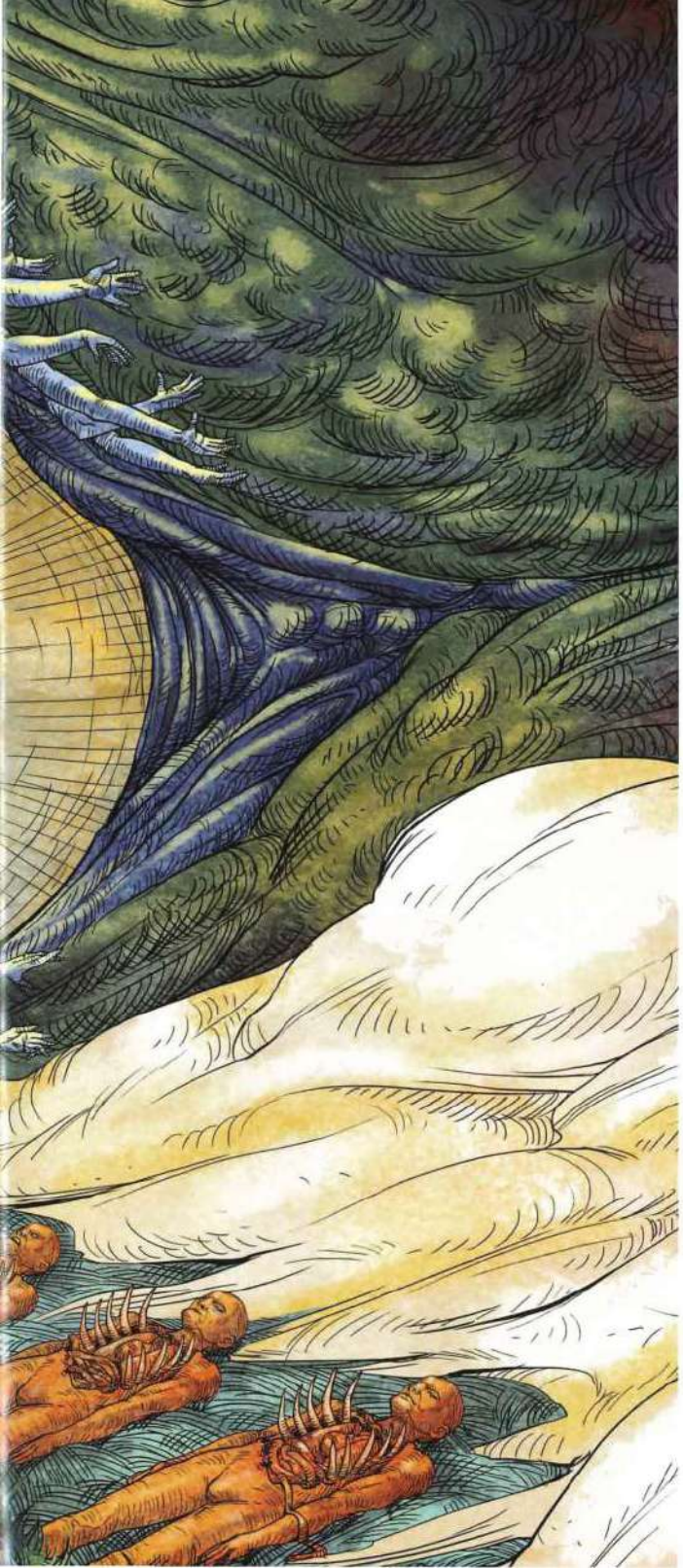
Defeat
The last survivor watches in silence as the Godhand approaches. There was never any doubt the settlement would fail. **Epilogue: Defeat.**



EPILOGUE - DEFEAT

In the instant the final survivor falls, the rage they inspired dissipates. The Godhand stiffly returns to its purpose, marching over the fresh corpses. It cleaves the gaming table in half, lingering for a moment's satisfaction as the table crumbles. Bloody boot prints mark its exit.

The King's Men meticulously erase all traces of the settlement, down to the last gaming token. The settlement, its triumphs and its struggles, ends abruptly.



EPILOGUE - VICTORY

Somewhere, an entity pauses, gently laying its work aside so that the ink pooled in the eyes does not spill. It opens a great book and watches a single page fall free from the binding. Recorded on the page is a settlement proudly carving the faces of its people onto the stone floor.

The settlement defeats the Godhand and warily endures the darkness until its time is ended. In their remaining lantern years, the survivors enshrine the beloved members of their community by altering stone faces to their likenesses. The topography of the land is forever changed.

The settlement's memory echoes into the future. You can now add **Character** to new campaigns! Permanently add 1 **Character** to your collection as an inner lantern consequence.

VARIANTS & EXTRAS

This section contains new ways to play with the Gambler's Chest Expansion. Change the rules to create a new experience, or set alternative campaign objectives to create new challenges.

Rules Variants

Curated Philosophies

Players can freely choose which philosophies go into their deck instead of generating them randomly. This can help a play group create curated builds and an ideal play experience.

With this campaign variant, survivors are free to select their philosophy instead of drawing from the top of the philosophy deck.

Fated Dreaded Pack

The scout's Dreaded Pack cannot be lost or destroyed. If it is, the survivors will find another Dreaded Pack back at the settlement.

Sole Control of the Scout

A play group can choose a dedicated player to maintain sole control of the scout, instead of rotating control with the hunt event revealer / monster controller.

A play group can also choose to assign full control of the scout to a player once all survivors under that player's control have perished.

Blood-Drunk Crimson Crocodiles

Reduce the Crimson Crocodile's toughness by 2 at every level. The survivors always **ambush** the Crimson Crocodile.

Custom Campaigns

People of the Sun

People of the Sun discover new ways to craft gear using monster resources from other expansions. Use the following recipes to craft gear from any quarry monsters at the Sacred Pool.

Sun Vestments: 6 x hide, 1 x perfect hide, 2 x organ from a Node 3 Level 1+ monster

Sunring Bow: 6 x bone, 1 x perfect organ, 1 x hide from a Node 3 Level 2+ monster

Apostle Crown: 1 x perfect bone, 1 x perfect hide, 1 x organ from a Node 3 Level 3+ monster

Prism Mace: 4 x iron, 2 x bone from a Node 1 Level 3 monster, 1 x organ from a Node 3 Level 3 monster

Arc People of the Sun

Arc survivors can be added to this campaign. They will partake in their 🕮 **First Meal** around the Sacred Pool instead of underneath the Keeper of Dreams. Do not use the Dreamism Core philosophy, as it is unique to the People of the Dream Keeper campaign.

Arc People of the Stars

Arc survivors have a very difficult time developing the traits the Dragon King seeks. Each survivor will need an arc survivor record sheet and a way to track their dragon traits. Do not use the Dreamism Core philosophy, as it is unique to the People of the Dream Keeper campaign.

A White Speaker's Sojourn

A White Speaker has joined the settlement as directed by her elders. She must live as a member of the community – eating, learning, and helping – until the survivors reach their bitter end, and then she may leave.

On lantern year 1 of a new campaign, gain +1 population. The White Speaker is treated like any other survivor but gains additional bonuses as she reaches Hunt XP milestones:

Milestone 1: Gain the **Leyline Walker** ability
Milestone 2: Gain +1 strength, evasion, and accuracy
Milestone 3: Gain the **Peerless** ability
Milestone 4: Gain the **Ageless** ability

The White Speaker may not participate in Intimacy, nor gain the benefit of reaching max understanding. A White Speaker in a campaign with arc survivors may adopt a philosophy and gain lumi just as any other survivor from the community would.

Gambler's Chest Glossary

Kingdom Death maintains a living glossary and FAQ on our website.

: Movement.

: Activation.

: Endeavor.

: AI card.

: Hit Location card.

: Disorder card.

: Terrain card.

: Innovation card.

: Fighting Art.

: Secret Fighting Art.

: Knowledge card.

: Hunt Event card.

: Basic Resource card.

: Monster Resource card.

: Strange Resource card.

: Vermin Resource card.

: Pattern card.

: Persistent Injury.

: Trigger story event.

: Head survivor hit location.

: Arms survivor hit location.

: Body survivor hit location.

: Waist survivor hit location.

: Legs survivor hit location.

: Armor. Number values represent the number of armor points.

: Trigger.

: Alert.

: Reaction.

: Critical Wound.

: Monster Level.

: Lumi.

: Crafting Limit.

Advance: A knowledge advances when appropriate observation conditions are met. Advancing a knowledge transforms it into something more powerful. When this happens, immediately replace the old knowledge with the new one on your survivor record sheet. Update your knowledge deck and the settlement record sheet, if applicable.

Advanced Play: A survivor ability. You may set aside 2 dice with the High Roller knowledge. These dice must be from separate attacks.

Anemic: A survivor impairment. It takes one fewer bleeding token to kill you. This impairment can be gained multiple times. If you gain Anemic enough times that it takes 0 bleeding tokens to kill you, you instantly die.

Arrogance: The Marrowism neurosis. When you gain knowledge at the Forum that is not from Marrowism, it costs +2 lumi. You cannot refuse a Majestic Invitation from a Bone Eater.

Astute Psyche: A survivor ability. When you make an observation about a knowledge, make two observations instead.

Ballad [X]: A gear special rule. Spend and archive X wounds from the monster's wound stack to perform a Ballad. Effects of Ballads last until the gear is archived, you die, or you perform a different Ballad. Ballads have different names and costs (denoted by [X]).

Blindside: A gear special rule. When you wound a monster from its blind spot, all its reflex reactions become failure reactions until the attack ends. (This includes the current reaction.)

Body Count: Some survivors track their Body Count, which is the number of survivors they have killed.

Catalyze: A survivor status. When you gain this, place all your attribute tokens on this card. At the start of your act, remove a token from this card and suffer 3 damage to a random hit location. When there are no tokens on this card, archive it.

Character Card: A card that modifies how a survivor comes into the world. Character cards will bestow small benefits or penalties on newly named survivors.

Cheer Captain: A survivor ability. Spend to cause departing survivors to suffer the frenzy brain trauma twice and ignore bash for the rest of the lantern year. Limit once per lantern year.

Clobber X: A gear special rule. Gain +X strength while attempting to wound a Super-Dense hit location.

Closed Meridians: A survivor impairment. Gain +6 permanent luck. At the start of your act, suffer -1 permanent luck. When you have 0 or less permanent luck, suffer the head explosion severe injury.

Clothed & Satiated: An armor set bonus. You are Clothed & Satiated if you are wearing armor gear at 3+ different hit locations. You cannot claim this if you have already claimed an armor set bonus.

Coagulated: A type of hit location card. Wound attempts against a Coagulated hit location are automatic failures unless the attack can reach and is within line of sight of the highlighted space on the hit location card. When instructed to draw a random Coagulated hit location card, draw from the bottom of the Enchanted Flesh deck and place the card on top of the hit location deck. If an effect instructs you to search for a specific Coagulated hit location card, look through the deck and set the card aside. Shuffle the deck and put Enchanted Flesh back on top of the Coagulated hit location deck. Finally, place the specific card on top of the hit location deck.

Collective Cognition: The accumulated sum of nutrients in a settlement's diet. Affects certain benefits commensurate with Collective Cognition (CC) milestones. A quarry monster grants ★ CC the first ★ times it is defeated. (Example: A Level 2 Phoenix rewards 2 CC the first two times it is defeated.) Nemesis monsters reward 3 CC regardless of monster level and only once per level.

Collective Cognition Rewards: A deck of cards that represent the benefits bestowed upon a settlement as they earn more CC. During the Check Milestones step of the settlement phase, if the settlement has earned enough CC, reveal the top card of the CC rewards deck and perform its effects.

Compelled: The Champion neurosis. You must depart each lantern year. If you are unable to depart, you do so anyway but set your survival and insanity to 0.

Compulsive Reaction: Compulsive reactions are always performed and cannot be canceled by any effect.

Counter Deck: An encounter monster deck. Counter cards dictate how an encounter monster will respond to the survivors' actions. Each monster has its own unique Counter conditions. Read the showdown setup page for detailed information about your encounter monster's Counter Deck.

Critical Wound Deck: An encounter monster deck. When a survivor rolls a critical wound against an encounter monster, draw a card from this deck and follow its instructions.

Current X: A monster AI effect. The shock arcs through you to a survivor with metal gear up to X spaces away. This cannot arc to a survivor who has already suffered damage from this attack. Perform this attack profile on them.

Cutthroat: A survivor ability. On a Perfect hit, gain after your attack ends, which must be spent immediately. Limit once per round.

Dangerous Observation: A type of observation. Filling in observation boxes on knowledges with dangerous observations can have negative consequences for the survivor or settlement.

Dark Calling: A survivor ability. Increase your range of Perfect hits by 1. When you are a returning survivor, roll 1d10. If the

result is less than or equal to your Hunt XP, you leave the settlement forever.

Dead Again: A survivor ability. When you die, gain +1 population. This new survivor adopts the Deadism philosophy, gains Dead Again, and has your name.

Death Geometry: A gear special rule. Spend ❶❶ to place yourself in an unoccupied space adjacent to a monster or survivor. If it is a survivor, you both suffer ★ brain damage.

Deathmetal (Resource): A resource keyword. Certain gear requires deathmetal to craft.

Deathmetal (Gear): A gear keyword. This gear is substantively crafted of deathmetal.

Death Count (Survivor Status): A survivor status. A survivor with Death Count will gain +1 survival at the end of each round and place a death count token on this card. They may surge an additional time for each token on Death Count. When there are five or more tokens on Death Count, the survivor dies instantly.

Death Token: A token acquired via certain knowledges and terrain tiles. Death tokens can be used or consumed for a variety of effects.

Dilettante: The Romanticism neurosis. When you depart, gain a random knowledge from the knowledge deck. If you have no empty knowledge slots, you must replace an existing knowledge.

Directional Knockback: During the Atnas showdown, survivors may suffer knockback in specific cardinal directions. When a card instructs a survivor to suffer directional knockback, refer to the North Star object to see which way your survivor will move.

Disarm: When a survivor suffers disarm or is disarmed, end their attack. Place a disarm tile on the attacking weapon and a matching tile 5 spaces away from that survivor. That survivor may not activate that weapon until they remove the tile on it or the showdown ends. When a survivor moves over their associated tile, archive it and remove the tile on your gear grid. Fist & Tooth and gear with the Locked special rule cannot be disarmed. If a survivor suffers disarm or is disarmed but is not attacking, choose a weapon in their gear grid to disarm, and perform the effect as normal.

Discourse Savant: A survivor ability. When you roll on a table while ranking up your philosophy, you may choose your roll result instead of rolling.

Disembodied: The Deadism neurosis. You cannot gain insanity.

Disposition: A characteristic unique to Wanderers. Disposition (♥) represents how a Wanderer feels about the settlement they are in. It can go up and down during a campaign. This may have great influence on a Wanderer's ranking up.

Distracted Cat: A special survival action. When the White Lion would Grab another survivor, spend 1 survival to distract it and roll 1d10. On a 6+, place the survivor in the monster's blind spot instead.

Dominated: When a survivor is dominated, they are knocked down and cannot be encouraged or fist pumped. They are no longer dominated when they stand.

Dreaded Pack: A burden borne by the Scout of Death. When a scout departs the settlement, they must take this with them and use the associated scout gear grid. The scout suffers -2 movement and their gear grid is reduced by 5 gear slots from the bulk of the Dreaded Pack. If all is Lost to the Darkness during Logistics of Death (page 141), the pack is also lost, and the settlement cannot nominate a scout unless they craft another Dreaded Pack.

Dream Keeper's Legacy: A survivor ability. During the showdown, if you have at least 1 permanent luck, you may set your luck to 0 and physically flip any token.

Elevated: Survivors are elevated while atop specific terrain. They can move normally and ignore obstacles when drawing a line of sight. Monsters may always draw a line of sight to them.

Emotion (Resource): A resource keyword. It makes you feel.

Enchanted Reflection: A special survival action. If adjacent to the Crimson Crocodile, spend 1 survival to illuminate the scales before you attack. During that attack, you can always reach the weak point on Coagulated hit locations.

Encounter: A type of showdown. Encounters may occur randomly during the hunt phase and offer additional challenges and rewards to players who choose to include them in their campaign. Each encounter has different rules, but all encounters take place on an encounter board. See the appropriate encounter setup page for more detailed information.

Energy Card: A card used by the King. Energy cards are required to perform some AI cards. When you put an energy card in play, perform the actions listed on the card.

Engorged Cure: A survivor ability. Once per showdown, you may archive a Nightmare Tick vermin resource to remove all your bleeding tokens and fully heal yourself.

Epiphany: A knowledge undergoes an epiphany when appropriate observation conditions are met. Epiphanies transform a knowledge into a new form. When this happens, immediately add the new knowledge to your arc survivor record sheet (and knowledge deck, if new). Unlike Advancing, you do not erase or forget the old knowledge in this process unless specified.

Expertise: A gear special rule. On a Perfect hit, the monster suffers an automatic wound. Limit once per attack.

Feinting Shot: A maneuver. Spend ❶ ⚡ to move your survivor 3 spaces away from the monster. Activate and attack with a bow or arrow in your gear grid. This attack gains +3 accuracy and +3 range.

Fist Pump: A survival action. Once per round, a standing survivor may spend 1 survival at any time to fist pump a knocked down survivor, letting them stand. Blind survivors cannot stand from fist pump. Survivors can only fist pump if the settlement has the Silent Dialect innovation.

Fixated: The Faceism neurosis. You can only attack the monster from its facing or if it is knocked down.

Flesh (Gear): A gear keyword. This gear is substantively crafted of flesh.

Flipper Feet: A survivor ability. Gain +1 movement and +1 evasion. You cannot wear leg armor.

Foresight: Survivors have Foresight if there are any revealed AI or HL cards on top of decks. When a deck is shuffled, all cards are turned face down and no longer grant Foresight unless otherwise specified. Survivors can gain Foresight from certain gear or abilities. Certain monster effects, such as Duration and Repeat cards, will also grant survivors Foresight.

Fortune Sight: A survivor ability. On Arrival, gain +1 accuracy tokens equal to your permanent luck.

Founder's Eye: A survivor ability. A permanent design with intricate line work too fine for the naked eye to see. Gain +1 to all rolls on the ✹Intimacy story event.

Frailty: The Verminism neurosis. No matter how protected you are, you know your insides are vulnerable. +1 systemic pressure.

Full Ensemble: A gear special rule. This armor gear is worn at every hit location. You may not equip armor gear at any hit location while wearing a Full Ensemble.

Gambler's Die: A special d10 used by the Gambler. A Gambler's Die has unique sides that differ from standard d10s. When instructed to roll a Gambler's Die, you may not roll another die in its place. Gambler's Dice do not have lantern 10s; instead there are Gambler icons on some die faces.

Game Master: A survivor ability. When you are the monster controller and the monster draws AI, instead draw 2 cards and select 1 to perform, placing the other back on top of the AI deck.

Ghost Geometry: The survivors may suddenly find themselves face-to-face with the King. When the King performs Ghost Geometry, place the monster adjacent to the target, on top of as many other survivors as possible. On collision, survivors suffer ★+2 brain damage.

Godspeed: The Godhand can respond to your attacks with impossible speed. When a hit location with Godspeed is selected, before making a wound attempt, if there are 2 or fewer hit locations to resolve (including this one), end all attacks and draw AI.

Grace of Power: A gear special rule. This weapon gains +1 strength for each red affinity you have.

Grace of Splendor: A gear special rule. Spend 1 ⚡ to gain +1 luck until the end of the round for every 2 blue affinities you have.

Grace of Valor: A gear special rule. When you depart, add 1 to all hit locations for every 2 green affinities you have.

Grounded: A survivor ability. Once per lantern year, at any time, you may set your insanity to 0, 1, or 2.

Guardless: A special rule. A guardless survivor may not dodge, block, deflect, or ignore hits. Attack rolls can still miss guardless survivors, as they still factor their evasion in.

Guilty: Survivors may become guilty during the Smog Singers showdown. A survivor is guilty if they have 3 or more guilt tokens. The guiltiest survivor is the guilty survivor with the highest number of guilt tokens (monster controller chooses in case of ties).

Half Kill: When a monster has suffered at least half the wounds in its AI deck (rounded up) or its Life total is at half or lower of its starting value, it is considered half-killed.

Harmony: A type of AI card. When a Harmony card is drawn, each monster performs it one at a time. The monster controller chooses the order in which the monsters perform the harmony. Persistent injuries happen only once, and the Harmony continues for the other monsters. The instinct does not cancel the harmony.

Hated Ones: A special survival action. After resolving the last hit location of an attack, spend 1 survival to strike the Smog Singers. The attacked monster suffers knockback 1. Then, you may pursue.

Hemostasis: A survivor ability. It takes an additional bleeding token to kill you. This ability can be gained multiple times.

Heroic: A weapon ability. During your attack roll with this weapon, reroll any natural 1s. You must keep the new results.

Hit Song: A maneuver. Spend 1 ⚡ to full move forward and attack. If you moved at least 4 spaces, the first time you wound during this attack, encourage all survivors.

Honed X: A gear special rule. This gear has +X strength. After successfully wounding a Super-Dense or Parry hit location, the edge is ruined and loses its bonus strength. Some effects allow you to regain Honed benefits. When the survivors return to the settlement, all Honed gear is mended, regaining lost strength.

Hushed: Hushed survivors are cloaked in silence. They ignore vibration damage, are considered deaf, and cannot encourage, roar, scream, perform audible effects, or activate noisy gear.

Ignore a Hit: To ignore a hit, reduce the number of hits by 1. This happens before hit locations are determined.

Immortal Spin: A maneuver. Spend 1 ⚡ to move 3 spaces forward. If you do, activate a melee weapon with +1 strength for each of your bleeding tokens.

Impact Force: A showdown special rule. When a survivor is knocked down, or after a survivor suffers knockback, the sound of their impact is converted to force. They suffer 3 damage to a random hit location.

Impeccable: A weapon ability. During your wound attempt with this weapon, reroll any natural 1s. You must keep the new results.

Important: The Optimism neurosis. When you depart, if your total number of armor points (after all bonuses) is higher than all other departing survivors, you are filled with confidence. Gain survival up to the settlement's survival limit. Otherwise, lose all survival.

Indomitable Resources: Indomitable resources are often earned by defeating Level 3+ quarry monsters. Many indomitable resources can be used to craft special pattern gear cards. These resources are the only way to obtain their respective patterns.

Inevitable: A survivor ability. When you gain this ability, choose a weapon. It gains Sharp. Record this on your survivor record sheet. Erase it when the gear is archived.

Inferiority Complex: The Regalism neurosis. You may not depart if you have the highest strength among all survivors.

Instrument Force: A gear special rule. Spend ⚡ to attack with an instrument in your gear grid. All survivors within 5 spaces, including you, suffer 3 damage to 3 random hit locations. Then, all monsters within 5 spaces of you are automatically hit 3 times. Each wound attempt for this attack gains +4d10 strength.

Joyless: A survivor impairment. You cannot surge.

Jugular Incision: A head severe injury replacement. Your neck is expertly cut, even through layers of clothing and armor. Gain ★ bleeding tokens.

Juice Hunter: A survivor ability. Once per hunt phase, when you are the event revealer, you may take a detour to search for a nest of lantern bugs. Roll a random hunt event. Afterwards, you return with bug juice and all survivors gain +1d5 survival.

Keen: Keen attacks ignore positive evasion modifiers.

Kinetic Discharge: A gear special rule. When you have any tokens and you attack, gain +4 strength for the attack. Discard all your tokens when the attack ends.

Knowledge: A technique available only to arc survivors. Knowledges are obtained via philosophies, debate at the Forum settlement location, certain story events, and various other means. Knowledges can be advanced into more powerful forms via careful observation during the hunt, showdown, and settlement phases. A survivor may have a maximum of 3 knowledges at any given time, and their philosophy's tenet knowledge cannot be removed unless an effect specifies otherwise. If a non-arc survivor is instructed to gain a knowledge, they are unable to and instead gain nothing.

Lapsed Pathways: A survivor impairment. When you gain a token, suffer 1 damage to a random hit location.

Levinblood: A survivor ability. At the end of your attack with a weapon with the metal keyword, if you hit the monster, it is shocked and suffers an automatic wound.

Limbic Stimulation: Atnas may suddenly yearn for something forgotten. To perform a limbic stimulation, shuffle the wound stack, then reveal cards from the top until you reveal a mood card. Put it into play. If no moods are revealed, nothing happens.

Locked: A gear special rule. This gear cannot be disarmed.

Lumi: An arc survivor attribute. Lumi can be spent to acquire knowledge at the Forum settlement location and to perform various feats. Lumi does not automatically replenish. When an effect instructs you to spend lumi, reduce the lumi value on your arc survivor record sheet by the designated amount.

Manipulate: Some effects let players manipulate a deck of cards. This may involve revealing cards, discarding cards, or changing their positions in the deck. Wounding a monster and moving a card to the wound stack does not manipulate the deck, nor does drawing hit locations to resolve from a successful attack. Face up Duration and Repeat cards ignore effects that manipulate the AI deck.

Mark of the Cyclops Knight: A survivor ability. When you craft a Seed Pattern, gain +1 permanent strength and +1 Hunt XP. At 10+ Hunt XP, you leave the settlement.

Majestic Invitation: A Bone Eaters effect. Survivors who accept a Majestic Invitation are never seen again.

Meal - [Monster]: A gear special rule. When you depart, consume this (do not archive) to gain its benefits. You can depart with only one meal. If a meal has a monster name, it is a unique meal from that monster gained via Supreme Cuisine.

Mentor: A survivor ability. During the settlement phase, spend ✪ to nominate a survivor with less Hunt XP than you. They gain +2 lumi and +2 Hunt XP. Limit, once per lantern year.

Mindlock X: A gear special rule. When you Mindlock X, gain (or lose) mindlock tokens until you have X of them. When you suffer brain damage, if you have any mindlock tokens, you ignore it and lose a mindlock token.

Murderer: The Homicidalism neurosis. During the hunt or showdown, if you are ever alone with another survivor, you murder them: keep track of your Body Count on your arc survivor record sheet. Before resolving each rank of Homicidalism, roll 1d10 and subtract your Body Count from the roll result. On a 1 or lower, the settlement kills you.

Neurosis: A compulsion unique to arc survivors. When they adopt a philosophy, they gain a neurosis, an unfavorable outcome of their beliefs that modifies their behavior throughout their life.

Node-Specific [Nx] Resource: A resource requirement. Node-specific resources must be obtained from showdowns with monsters of the listed node. See the Campaigns, Nodes, and Pillars section of the rulebook for more information (page 56).

North Star: A showdown board marker. The North Star is not a terrain tile. It denotes which direction is North during the Atnas nemesis showdown.

Observation: The accumulated examinination of a survivor's thoughts as they process knowledge. Many knowledge cards have unique observation conditions, as well as a maximum number of observations that must be recorded before advancing to a new rank, receiving a new knowledge, or suffering a negative effect. If the opportunity to make an observation is missed, that observation is lost and should not be performed. Dangerous observations are an exception to this rule and should be recorded even if they were forgotten during gameplay. Some knowledge cards do not have observation conditions.

Opportunity Deck: An encounter monster deck. Encounter monsters will draw opportunity cards from this deck when certain conditions are met. Each monster has its own unique opportunity conditions. Read the showdown setup page for detailed information about your encounter monster's opportunity deck.

Outrider: A survivor ability. When you are the scout, you may add +2 to any roll result during a hunt event. Limit once per hunt phase.

Overtone: A type of AI card. When an overtone comes into play, place an overtone token on the base of each monster without a token. When a monster with an overtone token is wounded, archive their token. Overtone cards are discarded from play when all monsters have no overtone tokens.

Pattern: A special invention born from the minds of insightful survivors. Patterns can be used to craft unusual and powerful gear cards that cannot be obtained otherwise. Patterns can be obtained from indomitable resources, the seed pattern deck, and general gameplay. Once obtained, a pattern card instructs players on how to craft the associated gear and which resources are needed to do so. Regular patterns will simply require certain resources, with no additional crafting instructions. Seed Patterns may have additional requirements.

Perfect (Resource): A resource keyword. Certain gear requires perfect resources to craft.

Persistence X: A gear special rule. On a Perfect hit, gain +X survival.

Philosophy: An accumulation of an arc survivor's guiding principles. Philosophy books replace the Age story event for arc survivors and have numerous impacts on their abilities, attributes, and individual narratives. See the Philosophies section of the Gambler's Chest rulebook (page 68) for more details.

Philosophy Deck: The source of philosophies in a settlement. When a survivor adopts a philosophy, draw a card from the philosophy deck and record the listed philosophy on your survivor record sheet, including its tenet knowledge, neurosis, Hunt XP milestones, and other effects. Some events and Collective Cognition milestone cards will add new philosophies to the deck.

Phototaxis: The Lanternism neurosis. You are bound by the light. While there is a Fallen Lantern terrain tile on the showdown board, you cannot spend survival.

Ponder: The act of progressing through a philosophy. When an arc survivor returns to the settlement after reaching a designated Hunt XP milestone, they ponder and advance to the next rank of their philosophy during the Check Milestones step of the settlement phase. A survivor can ponder only once per settlement phase.

Precision X: A gear special rule. On a Perfect hit, inflict an automatic critical wound to the first hit location you resolve.

Prevail: Survivors may find themselves in a predicament requiring a dangerous choice. Spend all your survival (at least 1), or suffer the listed consequences.

Privileged: The Ambitionism tenet. Your tenet knowledge will be determined by the Rank 1 result in the Ambitionism book.

Pursue: An effect that allows a survivor to give chase during an attack. Gain 1, which must be spent immediately to move towards the monster. If you are now adjacent, draw another hit location.

Radiant Presence: A survivor ability. When you are a returning survivor, gain +2 lumi.

Ravenous: The Gourmandism neurosis. You may spend to consume a piece of gear or resource with the consumable keyword and archive it. During the Aftermath, if you did not perform this at least once this lantern year, suffer -1 permanent strength.

Razor Sharp: A gear special rule. When attacking with a razor sharp weapon, roll the razor sharp die and add the result (denoted by the number of pips) to your wound attempt. This is not a wound roll and cannot cause critical wounds.

Razor Sharp Die: A special d6 included with certain game contents. The razor sharp die has different values than standard d6s. You can determine the result of a face by counting the number of pips showing on it.

Refined: A gear special rule. When this fails to wound, you may reroll the wound attempt. Limit once per attack.

Repeat: A type of AI card. When this card is resolved, place it back on top of the AI deck face up. While it is face up, ignore effects that manipulate the AI deck. Some Repeat cards may place tokens on themselves to track escalating variables.

Reroll/Reroll Token: Some effects allow survivors to reroll a die result. They must spend the token or mark off their lifetime reroll box and reroll a single die from an action. The new result must be kept. Survivors may only use their reroll when they are affected by an action with a die roll.

Reroller: A survivor ability. When another survivor rolls a natural 1, gain a reroll token. Limit once per round.

Restless: A survivor ability. Ignore any effects that make you skip hunts. When you are a returning survivor, gain +2 endeavors.

Saw: A gear special rule. Spend 1. For the rest of the round, your attacks with this weapon gain +2 luck.

Scout of Death: Scouts are survivors who bear the Dreaded Pack and the burden of retrieving the settlement's gear in case the party is defeated during the hunt or showdown. Each lantern year, the settlement may nominate a survivor to act as the scout for that hunt and showdown. If you do not have a scout, gear will not be returned to the settlement in the case of defeat. If a scout dies or is otherwise lost while hunting or in a showdown with a quarry monster, the Dreaded Pack is lost with them. A new scout may not be selected until an effect specifies otherwise. See the Scout section rulebook (page 99) for more detailed information.

Scout Discovery: After the settlement innovates Pictograph, the scout can glean new teachings from defeating a difficult foe. A scout discovery is performed after beating a Level 3+ quarry monster. Scout discoveries can only be performed once.

Seed Pattern: A type of pattern card obtained at the Drafting Table innovation. When a survivor performs the Insight story event, draw a Seed Pattern card from the deck. Seed Patterns may also occasionally be obtained through other methods. Many Seed Patterns require survivors with certain attributes or experiences to craft them. Some may have temporary or permanent effects on those involved in their crafting. See the Seed Patterns section (page 96) for more detailed information.

Seed: A gear keyword. Gear cards with the seed keyword can be crafted only via their respective Seed Pattern recipes.

Selfish: The Survivalism neurosis. When you encourage another survivor, roll 1d10. On a 6+, you do not encourage. Keep your survival, and you cannot encourage again this round. If it is possible for your survivor to use Meat Shield to avoid harm, they must use it.

Selfless: The Collectivism neurosis. While you are alive, increase the settlement's survival limit by 1. Each Collectivist increases

the limit. When you depart, set your survival to 0 after applying all bonuses.

Servant of Fate: A survivor impairment unique to the wanderer Luck. Luck's fortune prevents him from dying. If Luck would die, he instead returns to the settlement with -1 ♥. When Luck departs with an Immortal survivor, +1 ♥.

Shadow Caesar: A survivor ability. You control the settlement from the shadows. Each lantern year, you choose the departing survivors. You may nominate anyone to depart, even those who are retired or could not otherwise do so.

Share (Knowledge): The settlement may be able to propagate additional concepts of knowledge at the Forum. To share a specific knowledge, find the associated card and place it on the Forum. If an effect does not specify what knowledge is shared, draw a random card from the knowledge deck. If the settlement does not have a Forum when you try to share a knowledge, nothing happens.

Silent Rebellion: A special survival action. Before performing an action against the King, spend 1 survival to hold your breath and focus on the void. You are hushed during that action.

Song: A survivor status card. A survivor is singing only if they have a face up Song survivor status card.

Sleepless: The Dreamism neurosis. You cannot gain survival during the hunt or showdown.

Slipped Plate: A survivor impairment. Your skull digs into your brain's pleasure center. Whenever you critically wound, you wince. After resolving the critical wound, you are knocked down.

Songheart: A survivor ability. Your Ballads cost 1 less to perform.

Spark of Aspiration: A survivor ability. When a survivor is named, they gain a random knowledge.

Spark of Joy: Atnas's blade bursts from its sheath. End all other ongoing actions. Survivors take turns flipping and resolving one of their Sword Craft cards. Continue cycling through survivors, one card at a time, until all Sword Craft cards are resolved. If a survivor dies, continue to resolve Sword Craft cards on their corpse before removing their miniature from the showdown board.

Spectral Stomach: A survivor ability. When you consume and archive something, roll 1d10. On an 8+, it comes out the other end intact! Do not archive it.

Spoiled: The Ambitionism neurosis. When you are a returning survivor, if the settlement's CC did not increase, skip the next hunt.

Stinging Edge: A survivor ability. Once per showdown, you may archive a Sword Beetle vermin resource to give your attacks Sharp for the remainder of the showdown.

Stone Crusher: A survivor ability. Before making a wound attempt with Fist & Tooth, you may discard another drawn hit location card to double the wound roll result.

Stone Face Engraver: A survivor ability. When a survivor adopts a philosophy, they draw an additional card and select one to adopt.

Subconscious: You can use this while frenzied.

Surpass X: A gear special rule. When your wound attempt total surpasses the monster's toughness by X or more, the monster suffers an additional wound.

Sword Craft: A special deck used by Atnas the Child Eater. These cards are not shuffled into the monster's AI deck. If instructed, deal Sword Craft cards directly to a survivor. Always deal Sword Craft cards facedown unless otherwise specified. You may not look at facedown Sword Craft cards unless an effect instructs you to.

Synchronic Attack: A type of attack on AI cards. Synchronic attacks have a singular target but also strike larger areas of effect that cause damage or effects to other survivors caught in the zone. These additional survivors are not considered targets.

Systemic Pressure: An arc survivor attribute. When an arc survivor makes a roll on the severe injury table, subtract 1 from their result for each systemic pressure they have. Non-arc survivors are unaffected by systemic pressure.

Tenet: The principle knowledge of an arc survivor's philosophy. This knowledge may not be removed from the arc survivor record sheet unless its associated philosophy is abandoned.

Terrified: A survivor status. You are guardless and ignore any bonuses to brain trauma rolls. If you have at least 1 insanity, you may spend ⚡ to archive this card.

Theory: A knowledge special rule. An inkling of an idea that currently has no effect. With enough observation, the theory may advance into something useful.

Toned: A Bone Eater's status. While a Bone Eater is toned, it suffers -3 movement and gains +3 damage. After performing its Basic Action (including any drawn opportunity cards), the Bone Eater is no longer toned. Track this by placing a toned token (black lantern token) under the monster.

Toothpicker: A special survival action. Before you attack the Screaming Antelope, spend 1 survival to aim for the monster's broken teeth. If a reaction during that attack would archive a survivor's weapon, ignore it.

Torment: An arc survivor attribute. When an arc survivor makes a roll on the brain trauma table, subtract 1 from their result for each torment they have. Non-arc survivors are unaffected by torment.

True Ghost Step: Move the monster until it passes through the target. Then, stop and turn to face the target. Any survivors the monster passes through (other than the target) suffer the decapitation severe head injury.

True Peace: A survivor ability. Set your systemic pressure and torment to 0.

Unburdened: A survivor ability. You may only wear Cloth (no other armor or accessories). Gain +2 strength from your resolve.

Unforeseen Strike: A special survival action. Before you attack the Phoenix, spend 1 survival. For this attack, draw all hit locations face down, only revealing them as you resolve each one. Ignore Rewind for this attack.

Unrestrained: The Impermanism neurosis. All your weapons, except for Fist & Tooth, have Frail while in your gear grid. If you wound a Super-Dense hit location with Fist & Tooth, suffer the broken arm severe injury at the end of the attack.

Vasodilated: A type of hit location. Against stronger Crimson Crocodiles, these locations may become problematic.

Venom Token: A token that inflicts wounds on a monster as they are accumulated.

Veteran: A survivor ability. During the Aftermath, gain +1 Hunt XP.

Vibration Damage: A damage type. Hits that cause vibration damage cannot be dodged. Do not roll hit location dice. Add the damage of all hits or sources together and deal it to hit locations of your choice, 1 point at a time. After a survivor is done resolving their vibration damage, they archive all fragile gear.

Vocal Force: A showdown special rule. When a survivor performs encourage or any effect that describes them roaring, yelling, or screaming, their head explodes as the sound is converted to force. They suffer the head explosion severe injury.

Winged Escape: A survivor ability. Once per showdown, you may archive a Cyclops Fly vermin resource to discard the Trap and reshuffle the hit location deck.

Woebegone: The Blessed First neurosis. While Luck is on the showdown board, all other survivors' weapons gain Unwieldy.

Wrecked Wrist: A survivor impairment. When you activate a weapon or terrain, suffer 1 damage to the arms hit location.